

MEGA DRIVE

MEGA CD

Master System GAME GEAR

SEGA

#2

FEB. '94

£2.25

MAGAZINE

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

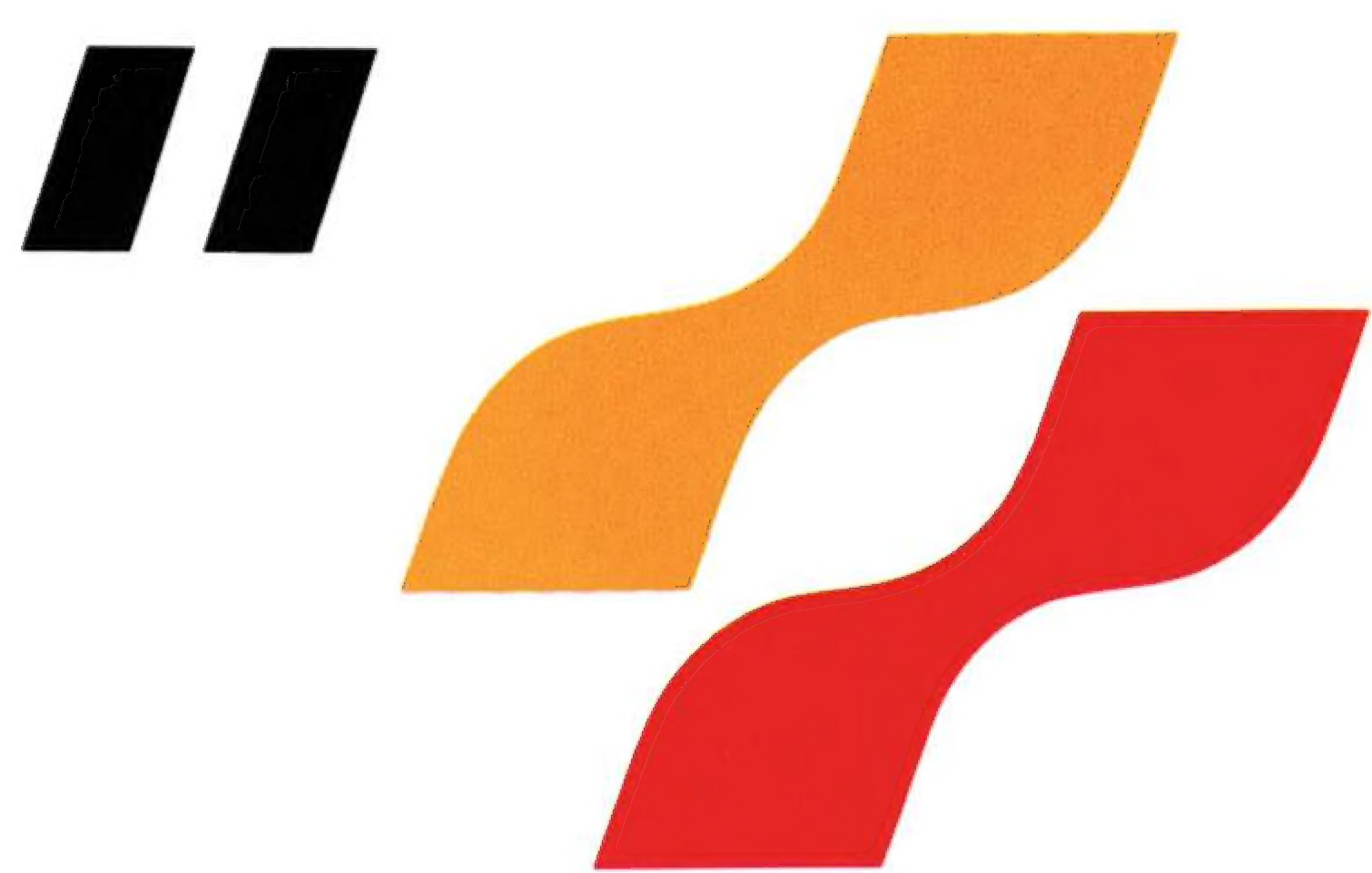


SONIC

THE EXCLUSIVE REVIEW!

EXCLUSIVE! SEGA'S LATEST CONSOLE INSIDE!





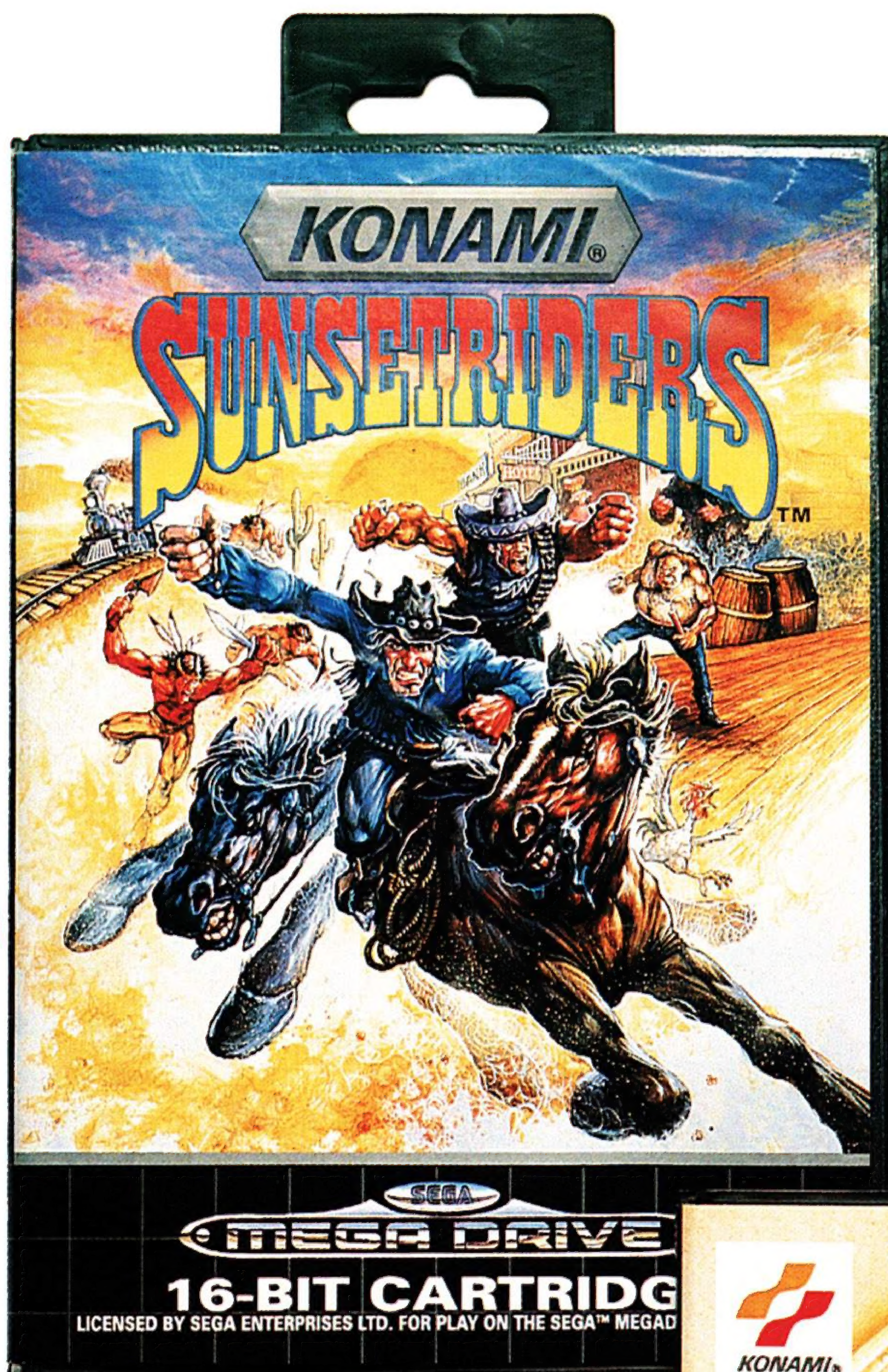
KONAMI

SUNSETRIDERS

It has obviously had a lot of attention paid to every aspect of its production... it's superb.

MEGATECH 87%

Very impressive SEGA PRO 87%



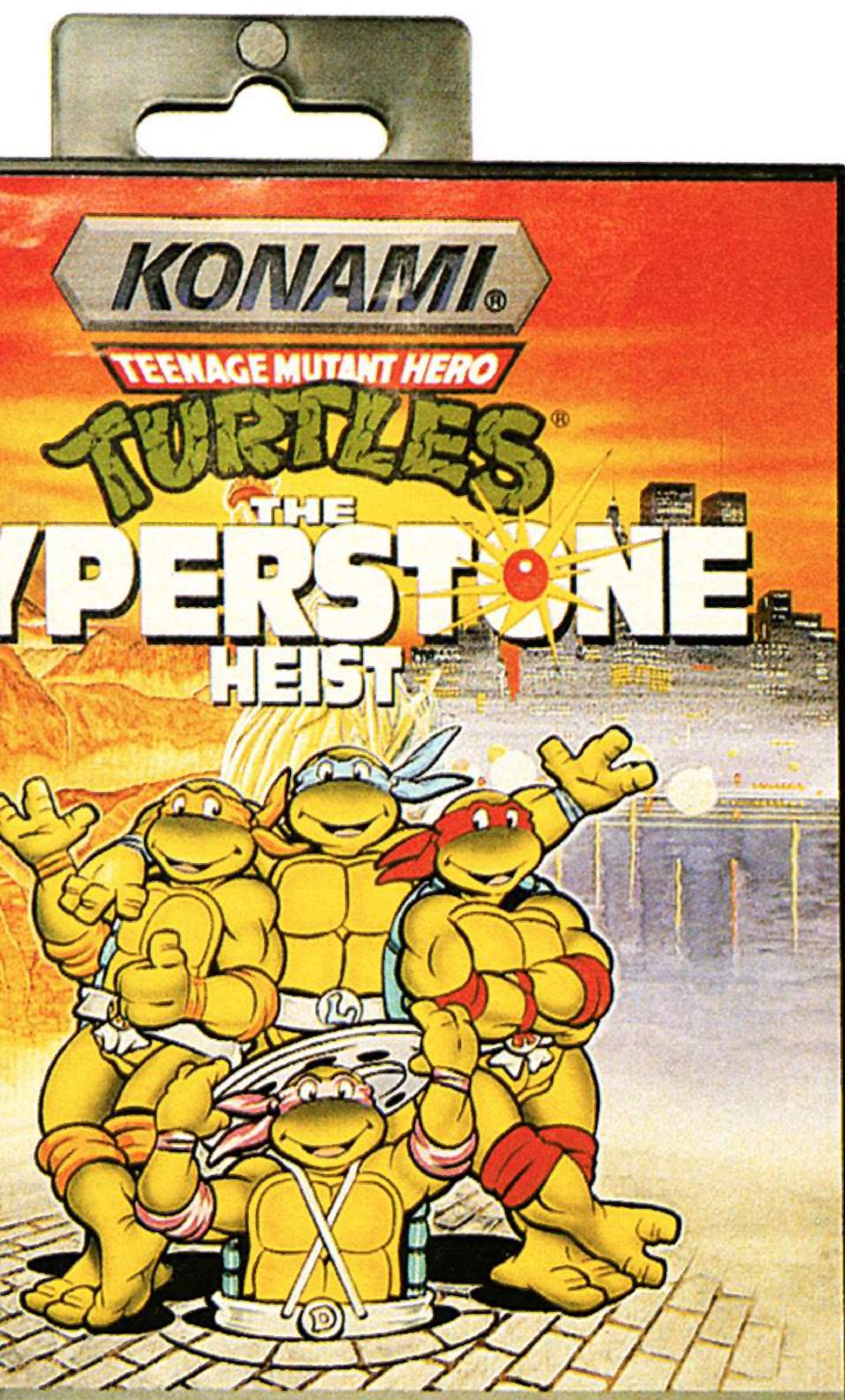
ROCKETKNIGHT ADVENTURES

A top class product with attention to detail second to none. Amazing. **MEGA ACTION 94%**

RKA is possibly the best game on the Mega Drive ever. **GAMESMASTER 92%**



MI KRED!"



TEENAGE MUTANT HERO TURTLES® THE HYPERSTONE HEIST™

Good clean amphibious fun. **SEGA PRO 87%**

Turtles really is a visually stunning game

MEGA TECH 87%

SEGA
MEGA DRIVE
16-BIT CARTRIDGE
A ENTERPRISES LTD. FOR PLAY ON THE SEGA™ MEGADRIVE™ SYSTEM



One of the best plat-formers
ever. *Megatech 95%*

a fast paced platform game
that is similar to Sonic,
but....better fun.

*Mega Drive Advanced
Gaming 93%*

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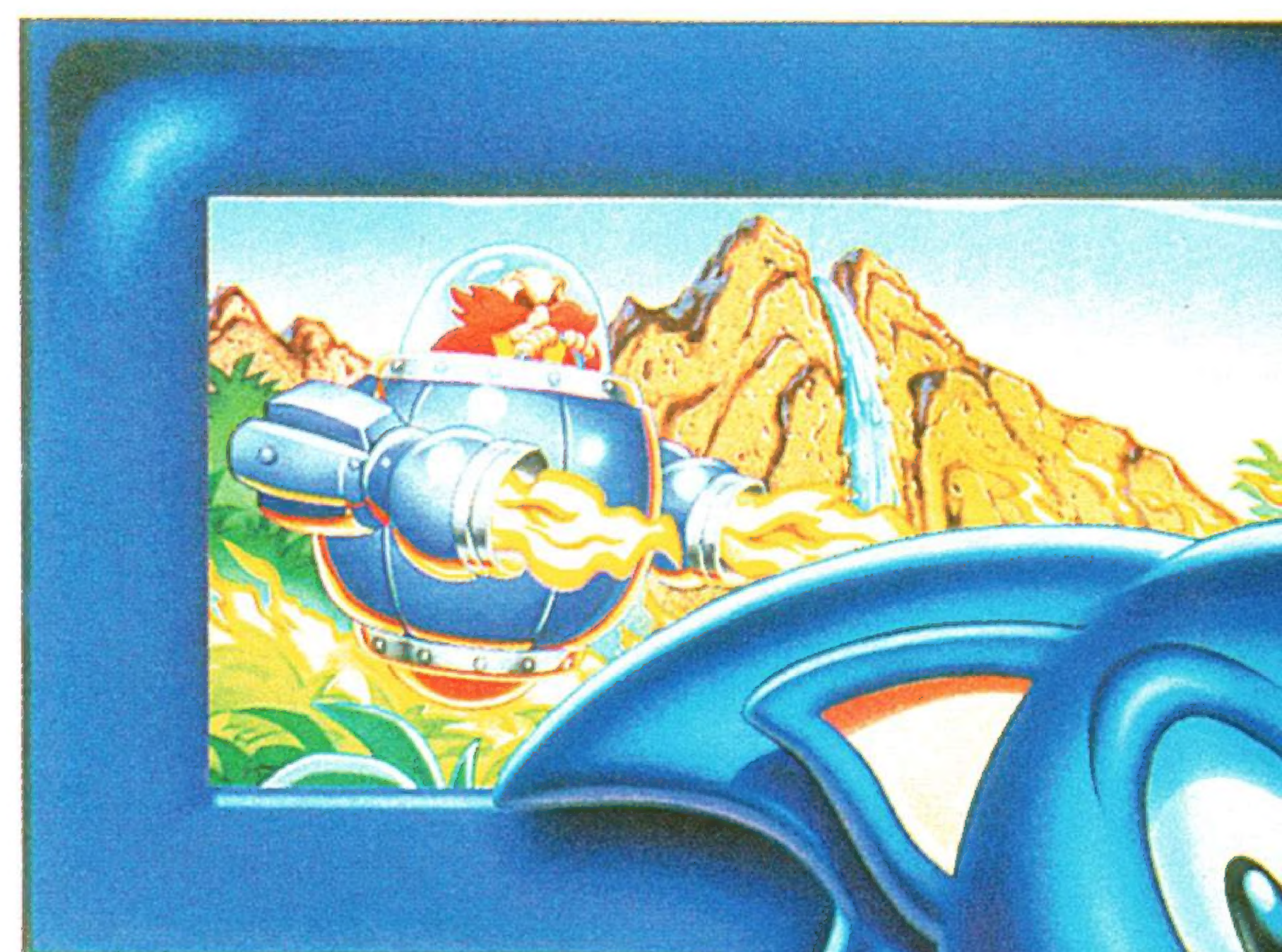
● Jurassic Park hits the Mega CD, and we Preview it on page 30! Ace or what?

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● Aieeee! It's a scary scene from the new Mega CD title they call Dracula Unleashed, reviewed in full on page 97.



● This lovely looking piece of kit is called the Multi-Mega. It's dead dead sexy and exciting and you can read about it on page 69.



SHOWCASES

★ SONIC 3 41

SEGA MAGAZINE is proud to unveil the latest chapter in the awesome saga that is the Sonic the Hedgehog range of games. Everything you need to know about this stunning game is contained in these pages.

★ CARTOON GAMES 51

Everything you've ever wanted to know about cartoon games on the Megadrive courtesy of the volumes of gaming knowledge contained in Jaz Rignall's brain.

★ PERIPHERAL VISION 59

If you're hankering for some hardware add-ons for your Sega system, we highly recommend perusal of this excellent four-page feature.

★ CASTLEVANIA 65

Konami's latest offering is well up to their usual, excellent standards. We have all the info right here.

★ PORTABLE MULTI-MEDIA 69

Meet the Multi-Mega. It's a Megadrive, it's a Mega-CD, it's a CD player and it's PORTABLE! A significant advance in multimedia, SEGA MAGAZINE has the exclusive report.

★ DRACULA UNLEASHED 75

A piece of CD software of horrific standing - but don't worry - the only truly terrifying thing about this game is the acting! Investigate this full-motion video title more closely in this action-packed showcase.



● Here it is! The most exciting game we've seen in a long while - perhaps all year! Read the in-depth Showcase on page 41.

Welcome to the amazing second issue of **SEGA MAGAZINE** - the only magazine with a complete review of the somewhat stunning **Sonic the Hedgehog 3**. Are we great or what? Also in this issue we bring you the exclusive stories on all the new Mega-CD games coming up early in '94 - smart eh? But the fun doesn't end there - we've got hold of a **NEW** version of **Virtua Racing**, which looks even more amazing than last month's! But best of all - we **EXCLUSIVELY** reveal Sega's best-kept secret - the fantastic **Multi-Mega** - it's a Megadrive, Mega-CD and portable CD in one! However, I would like to thank all of you who wrote and indeed phoned in to congratulate us on the mag - we fully intend to go from strength to strength, and we're sure you'll be wowed by the list of exclusives we've got lined up for you. In the short-term, look out for our totally **EXCLUSIVE** **Virtua Racing** review next month as well as an in-depth report from the Las Vegas CES show - which should promise to yield volumes of intriguing info. Stay tuned...

RICH

EDITORIAL STAFF

JULIAN RIGNALL



Jaz has been working hard over the last month - although sadly not at the **SEGA MAGAZINE** offices. Anyone who can put that much effort into skiving off really does deserve some respect. And as for his latest excuse "Ah, I'm moving to America next week so I'm never coming in ever again", well, let's be honest, you'd have to a right moron to fall for something like that. I want a note from his doctor the minute he walks back in this door.

RICHARD LEADBETTER



Richard has had a terrible time this month. Th endless social whirl of being wined and dined by various software comanies at star-studded celebrity parties has taken its toll on our top man. God, you just don't know what hell he's been through. The constant weeks of free food, drink, entertainment and toe massages are more than any lesser man could stand. Richard Leadbetter, King of the Swingers, we salute you and your cast-iron stomach..

BYE BYE JAZ

This month the software industry was rocked by the shock news that **SEGA MAGAZINE** managing editor, Julian Rignall was leaving the incredibly amazing **EMAP Images** with its super-deluxe, state-of-the-art office environment, and non-stop hilarity to join the American division of **Virgin Interactive Entertainment**. Jaz has worked on some of the most successful computer/console magazines of all-time. He was worked on mag market-leaders since 1984 - having lent his skills to the likes of **Crash** and the ground-breaking **Zzap! 64** before moving to **EMAP**, where he revitalised **Computer and Video Games** and launched the now legendary **Mean Machines**, **MegaTech**,

★ ★ ★ STAFF CHARTS ★ ★ ★

RICH'S TOP FIVE SURROUND SOUNDS

Rich is a bit a techno-fiend, devouring every new innovation money can buy. One of his proudest achievements was integrating his Megadrive, Mega-CD, PC, VCR, TV and hi-fi into his surround sound unit. After much testing, these are the top five games to use with this technology.

● STREETS OF RAGE 2

"Yuzo Koshiro does some of the best music on the Megadrive and Streets of Rage II is utterly amazing. Pump the bass up to maximum."

● FIFA SOCCER

"Well, if you've bought this game you'll know that the sound is totally brilliant - boosting that atmosphere no end! The music is good as well which always helps."

● ECCO THE DOLPHIN CD

"Yes I know it's got stereo surround sound thanks to the wonders of QSound (tm), but give this the four (or even six) speaker treatment and prepare yourself for ultimate weirdness."

● GAUNTLET IV

"Some reviewers have been giving this game a bit of stick saying it's just a conversion of the coin-op. NO! As well as THREE bonus game variations, the creators have added in some utterly fantastic music - which sounds even better through the old surround system. BUY THIS GAME!"

● SONIC CD

"I think that the music in Sonic CD is simply amazing, but listening to it through your TV's speaker is a criminal waste. Get it connected to the hi-fi or better still, surround system... then prepare to be amazed!"

"Surround sound systems are expensive but worth the cash. For surround sound on a budget, check out the Akai VSA-1100 (without speakers). It's a top-of-the-range vid with built-in Dolby Surround Sound! Shop around and you should be able to get one for around £500. For extra speakers, I highly recommend JPW mini-monitors from Richer Sounds (£60 a pair). Of course, a decent hi-fi is also essential."

RAD'S TOP FIVE CHRISTMAS PRESENTS

● CHARLES MANSON T-SHIRT

"It's got my favourite picture of Charles Manson looking really scary on it, plus an amusing caption running down the side reading 'He is not the messiah he's a very naughty boy'. Essential serial-killer merchandise."

● PLASTIC "THE FLY"

"This is a model of the eponymous fly from the old film of the same name. It might be rather unconvincingly modelled, it might have a bit of a dodgy paint job (in fact, it does indeed have both these qualities), but it's still smart."

● JURASSIC PARK WINDBALL

"It's a hollow lolly with a sort of pipe thing you attach to the end, with a basket and a dinosaur. The idea is you blow through the confection and a little ball flies out of the basket. It doesn't really work unless someone else has a Windball thing to catch it in, though. It just falls on the floor."

● ROAD RUNNER PEZ DISPENSER

"It's your average Pez dispenser - a square plastic tube thing with feet on the bottom. But at the top, it's got a really good Road Runner head you have to flip back, and the Pez comes out of his throat. So you can pretend he's possessed."

● CONFUSING DINOSAUR THING

"It's a little plastic tube full of purple water, and there's this piece of plastic like you should blow bubbles through, and on the top there's a smiley dinosaur you can take on and off. But that's all it does, you can't actually blow bubbles with it or anything. It's confusing."

RADION AUTOMATIC



With **EVERYONE OUT OF THE OFFICE** it fell to Rad to do all the work this issue. As if. Catch Rad doing anything useful and it's a miracle. No,

he just waited until everyone was out of the office and got his nephew in on "work experience" and made him write it all. Then he just went through the text to make sure there were no mivstakes in the isskjhue.

Nintendo Magazine System and of course, SEGA MAGAZINE.

In his new position at Virgin, Jaz will be looking after their games, applying his years of games criticism into making their games significantly smarter than they are now - so there should be no more of "Global Gladiators is too easy" complaints that some people have levelled. In return, Jaz gets to live in an utterly enormous house, live the life of the rather sinister-sounding "Reilly" and generally have a good time mucking about in California!

However, don't think you've seen the last of the man Jaz - he's going to contributing regularly to SEGA MAGAZINE in the form of super in-depth reports from the States, sending his words of wisdom down the modem into our high-tech world communication system. Expect to see all manner of exclusive and utterly amazing information straight from the stateside HQs of some of the top companies in the business associated with Sega. So, it's not all doom and gloom.

So, all the best to Jaz in his new job - the jammy so-and-so...

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SPECIAL THANKS TO: Andrew Wright and Harvey Backshall (again) for really helping us out. Special thanks (again) to Barry Jafrato for his continued support.

SPECIAL THANKS FOR NOTHING TO: The same person as last month, who didn't annoy us much as last month but still got on our nerves a bit too much.

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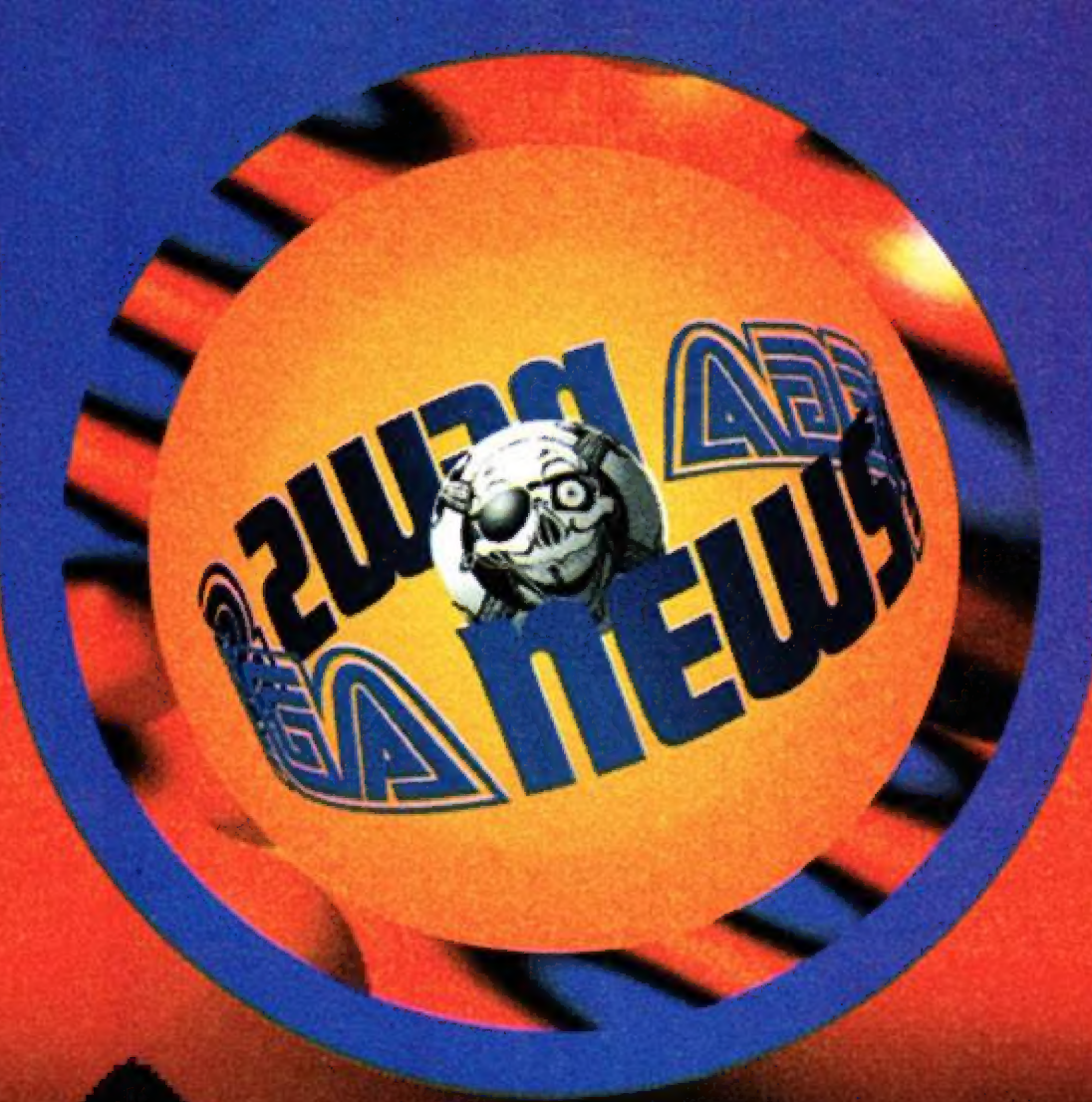
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INANE FILLA

Jaz has now left on a jet plane and still doesn't know when he's coming back.



SEGA
MAGAZINE

CD HANGS ON

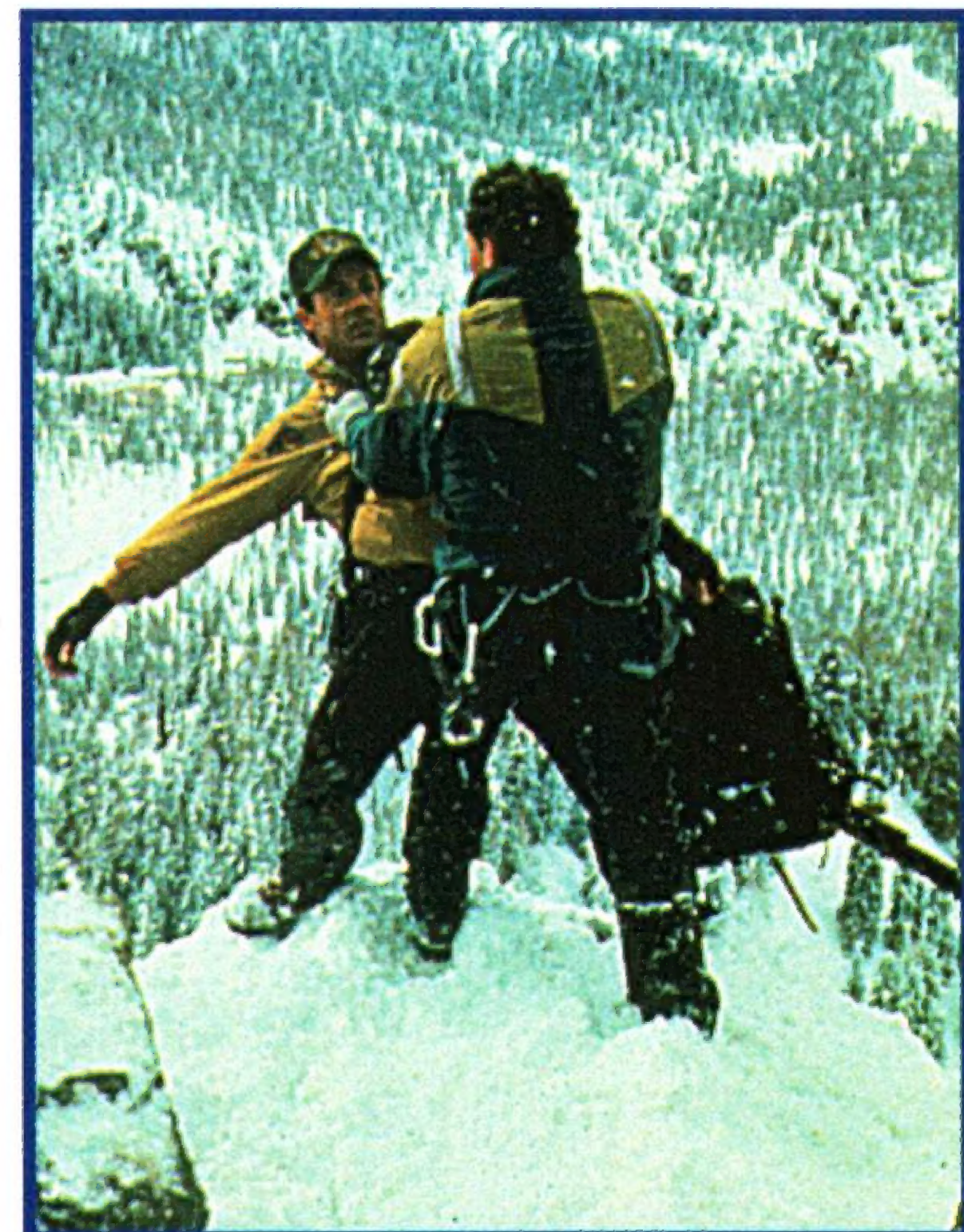
Look out for Cliffhanger on the Mega-CD - it's shaping up to be "right tasty", a they say in some parts.

Based on the smash Sly Stallone movie, you ARE Gabe, a musclem type who is into climbing mountains, "hanging" tough and generally being hard. The Mega-CD version is split into two distinct sections. There's the basic cart game (scrolling beat 'em up which isn't that much cop) plus extra CD-only stages that make excellent use of the scaling and rotational facilities of the Mega-CD.

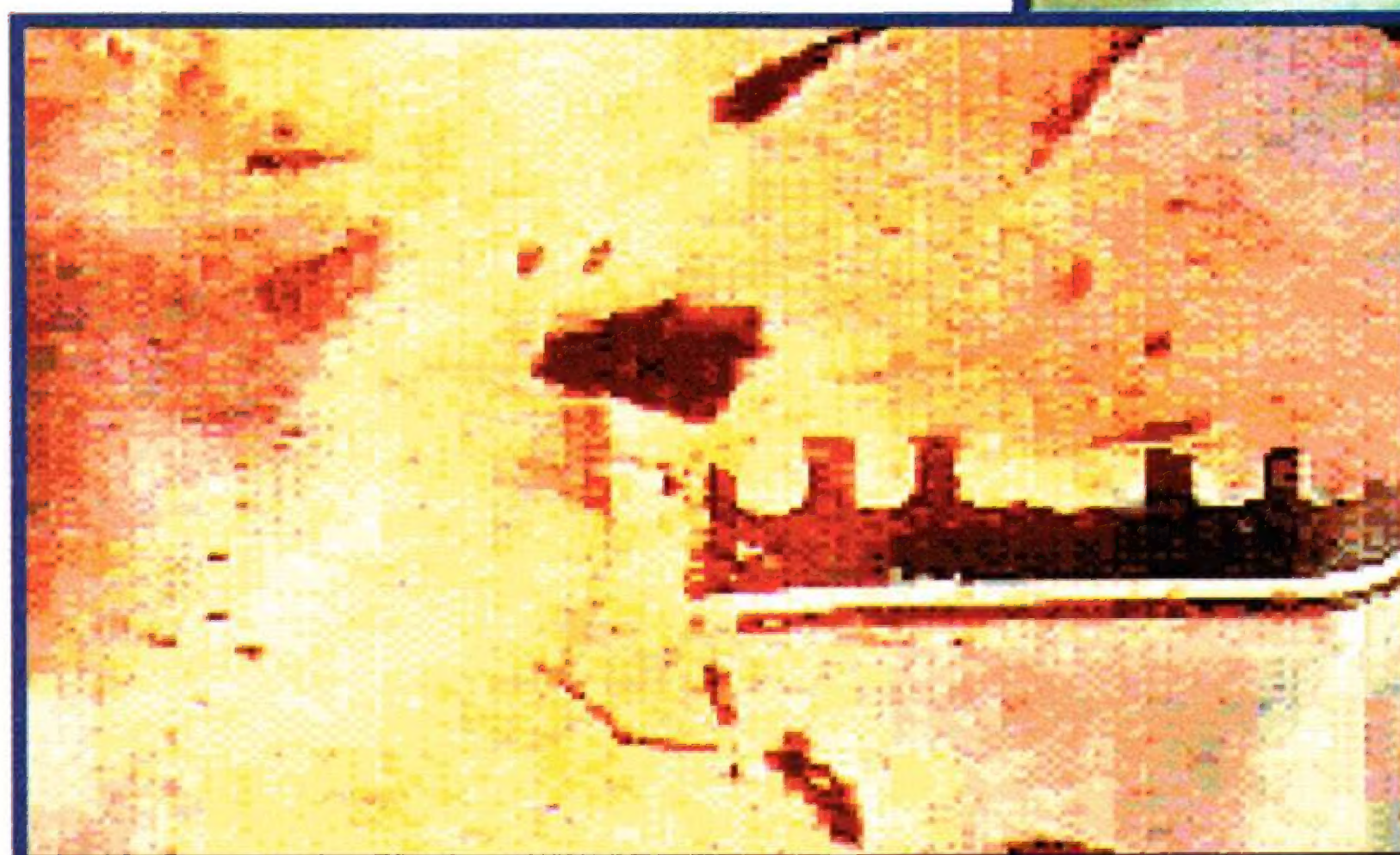
As you can see from the screenshots, Cliffhanger is looking rather good - the CD-only sections are, we can report, utterly excellent. In one section you guide Gabe down the mountain desperately trying to outrun an avalanche!

Sony Imagesoft has added oodles of atmosphere by including plenty of full-motion video lifted straight from the spectacular movie AND included the movie's original film soundtrack (which is superb).

Cliffhanger CD is looking quite promising. Look out for more coverage rather soon.



▲ This exciting shot shows Cliffhanger in action.



▲ As, indeed, does this one.



▲ More Cliffhanger fun.



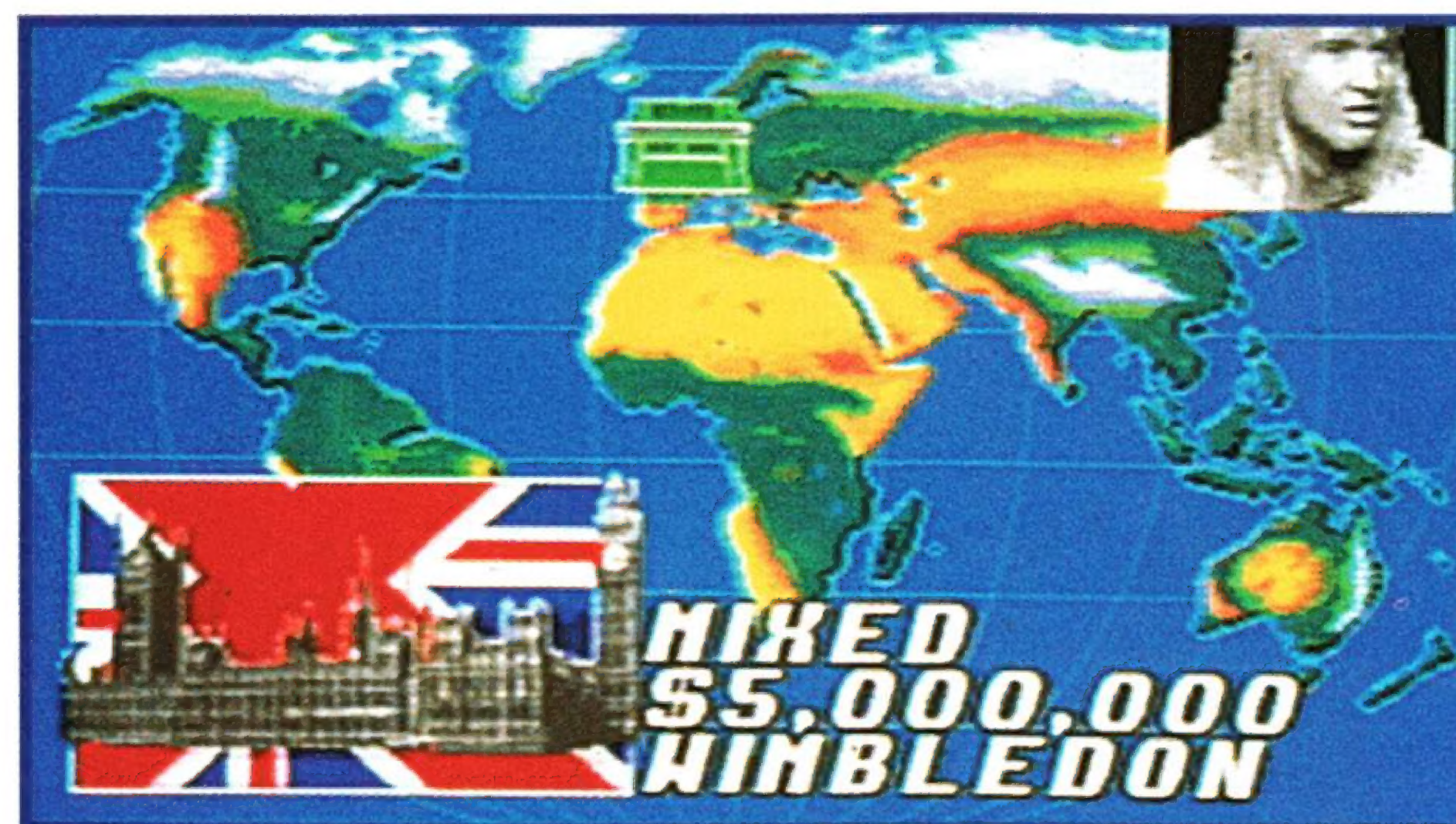
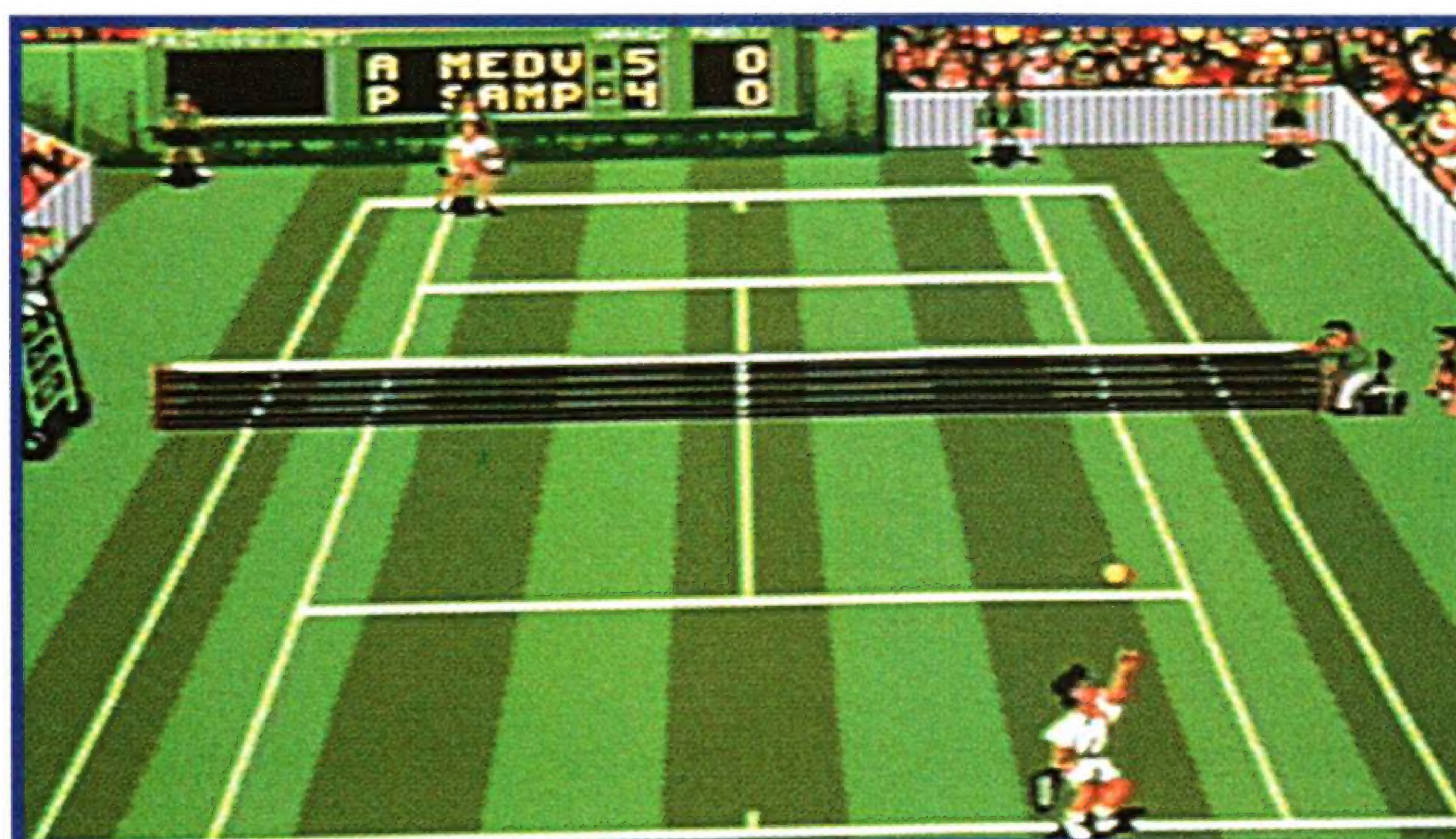
▲ Hey, look everyone! A Cliffhanger pic!



WOULD-BE WIMBLEDON

With a footy sim already announced, Codemasters are also set to enter the world of binary bat and ball frolics with their newie, **Tennis All-Stars**.

Cast as a young seed chasing as many trophies as humanly possible, the player is sent all across the world for a number of tournaments. All the usual Tennis game features have been crammed in to the 8-meg cart - different court surfaces, for instance - but the Codies have also added a four-player mode which allows the player to have three mates around for real-life doubles. What's more a special bonus game also allows the player to collect weird power-ups to improve their play! Graphically, it looks very similar to UBI Soft's Jimmy Connors game for the Super NES, but we'll have to wait and see if it is half as playable - until September, in fact.



▲ Tennis All-Stars is part of Codemasters' big line-up for the new year. Those wily chaps may have been a bit quiet recently, but they're certainly looking to make up for '93's Codemasters deficit with stacks of new titles to be released in the very near future. Hooray for the Codemasters, that's all I can say.

LECTURE

So, reckon you're a bit of a cutting edge techno-ninja, do you? Well, the London School of Economics and Politics have just the ticket for you. From the 5-7 January they're hosting the 1994 Emerging Technology Showcase, where all sorts of top computer technology person-ages will be rapping about the future of electronics. If you're interested, you can ring them on 071 405 7686 for more information. There's nothing about games, though.



MEGA DRIVE

TOP TEN

- 1 FIFA SOCCER
- 2 ALADDIN
- 3 SONIC SPINBALL
- 4 STREET FIGHTER 2
- 5 SENSIBLE SOCCER
- 6 MORTAL KOMBAT
- 7 FI
- 8 JUNGLE STRIKE
- 9 MICRO MACHINES
- 10 SONIC 2

CODIES AIM FOR GOAL

With FIFA Soccer currently reigning supreme, Codemasters are warming up on the sidelines with a Sensi-lookalike rival.

World League Soccer is an overhead-viewed sim, with the minuscule players darting over an eight-way-scrolling pitch. All the usual world leagues and cup competitions are included, and overseeing the games are a pair of commentators ready to introduce the proceedings and reveal each team's details. Every aspect of a team can be altered - from the formations to the individual player attributes - with injuries forcing the player to rearrange at the last minute where necessary. World League Soccer is currently 50% complete, and Codemasters are hoping to have the game ready for a July release.



▲ Here we are with another big space in which to speak forth concerning the Codemasters and their new Megadrive plans. Why don't you just read the News text eh? Eh?





SEGA
MAGAZINE

DEM BONES

Blimey, they're busy chaps up in Core's Derby offices. Next up, is **Skeleton Crew** an isometric blaster where the player guides a huge gun-toting robot around a series of alien-filled mazes.

All the usual power-ups and hazards stand between the player and as-yet-undecided objective, and Core promise that **Skeleton Crew** will bring a new slant to the age-old blasting theme. Only time will tell how it plays, but we'll keep an eye on this one on your behalf...

CHUCK RACING

Core Design are fast shaping up to be one of the world's premiere producers of fine, quality software.

Their new release is a follow-up to the successful **Chuck Rock** - this time however, Core are concentrating on prehistoric racing! Like a certain other racing game on another system, this game features several characters each with their own motor (each with their own racing attributes). The game is being released on Mega-CD only and like **Thunderhawk**, uses the Mega-CD's scaling and rotational hardware to create some phenomenal 3D racing. More news soon...

WALKER ON THE WILD SIDE

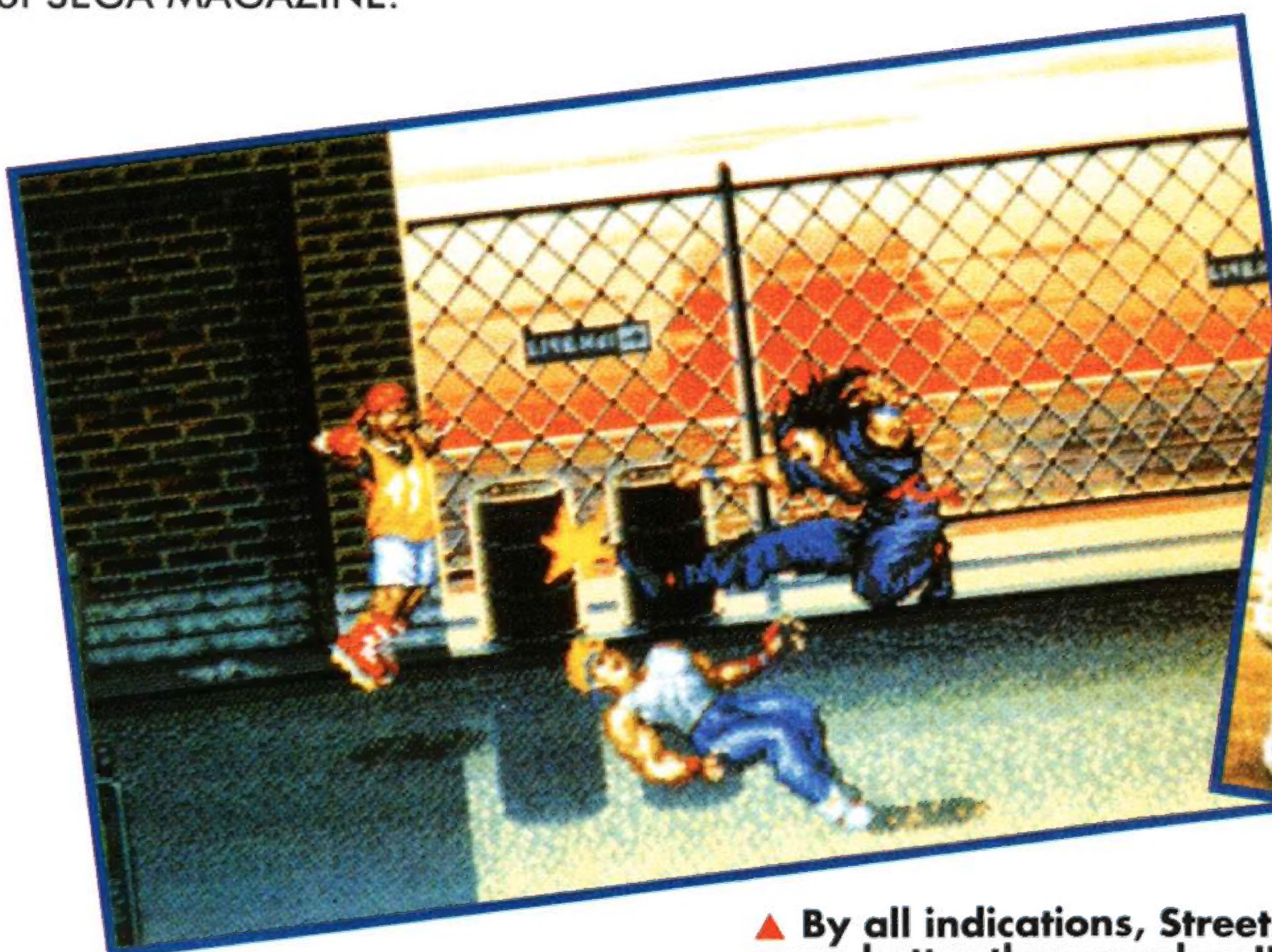
With **SoulStar** already under development, **Core Design's** CD release plant continues production unabated. Next up is a futuristic blaster using the same game engine as **Thunderhawk** called **Battlecorps**.

Controlling one of three wardogs, you and your trusty ED209-style walker robot have been left to clear a number of planets of the alien menace currently running about unchecked. Armed with all manner of lasers and missiles, your aim is to regain control of each island by battle to the boss which has hidden itself away. **SEGA MAGAZINE** has had a very early peek of this impressive-looking blaster, and can report that it plays even faster than **Thunderhawk**. There's no release date as of yet, but we'll have a larger preview when there's a little more to see.

STREETS OF RAGE III

Take a look at a few "teaser" shots of the forthcoming (and exceptionally smart-looking) **Streets of Rage III**.

The gameplay looks quite similar to the utterly amazing **Streets of Rage II** (still a firm favourite with the team) but incorporates a whole new range of backdrops, meanies and special moves. The big news is that there is a new character - an old man called **Dr Zan** who has a vast range of devastating attacks at his disposal. **Axel Stone** and **Blaze Fielding** make their triumphant return in this third outing. **Zan** replaces **SOR II's** massive muscleman **Max**. The game is shaping up to be exceptionally smart looking. We'll be revealing more in the next couple of issues of **SEGA MAGAZINE**.



▲ By all indications, **Streets of Rage III** looks even better than number II. Ooh, can't wait.

PURE GENIE-US

The Aladdin media juggernaut rolls on with a new "Three Wishes" promotion sweeping the nation.

SEGA, in association with both UCI Cinemas and the mighty promotion kings Coca Cola are offering a multi-media Aladdin experience. Go and see Aladdin in any UCI cinema and you get a crack at a whole bunch of merchandise. For starters, there's a special full-colour Aladdin paper cup with every medium Coke purchased. If paper cups just aren't your scene, man, then all you have to do is partake of the purchasement of a large Coke. Perform this feat, and a full-colour sturdy plastic take home cup (with free straw!) is yours, depicting Aladdin and his pals cavorting all around the outside. If this still isn't enough free gubbins for you, then you must be extremely greedy. Still, this promotion even cares for the gluttons in our society, and should you get any two cups, you're entitled to a free Aladdin game poster. SEGA have also set up special game units at selected cinemas, allowing you to ruin the plot for yourself by playing through the game before you go in and watch the film. How bleeding generous, eh?



▲ Go and watch the Aladdin movie - it's dead brill.

VIRGIN'S BIG BREAK

Snooker loopy boys are we... Virgin continue their plans for world domination as they announce a Megadrive conversion of their Amiga classic, Jimmy White's Whirlwind Snooker.

Played across a smooth-scrolling 3D table, Snooker is the most realistic game of its type. The table can be viewed from virtually any angle, and when a shot is taken it can be viewed from either the ball being hit or from directly behind the white. Veteran game designer, Archer Maclean, was responsible for the original Amiga game, but it is believed that Virgin are handling the conversion in-house. They obviously aren't doing it very fast, though, as there's nowt to see at the mo.

GET SMART

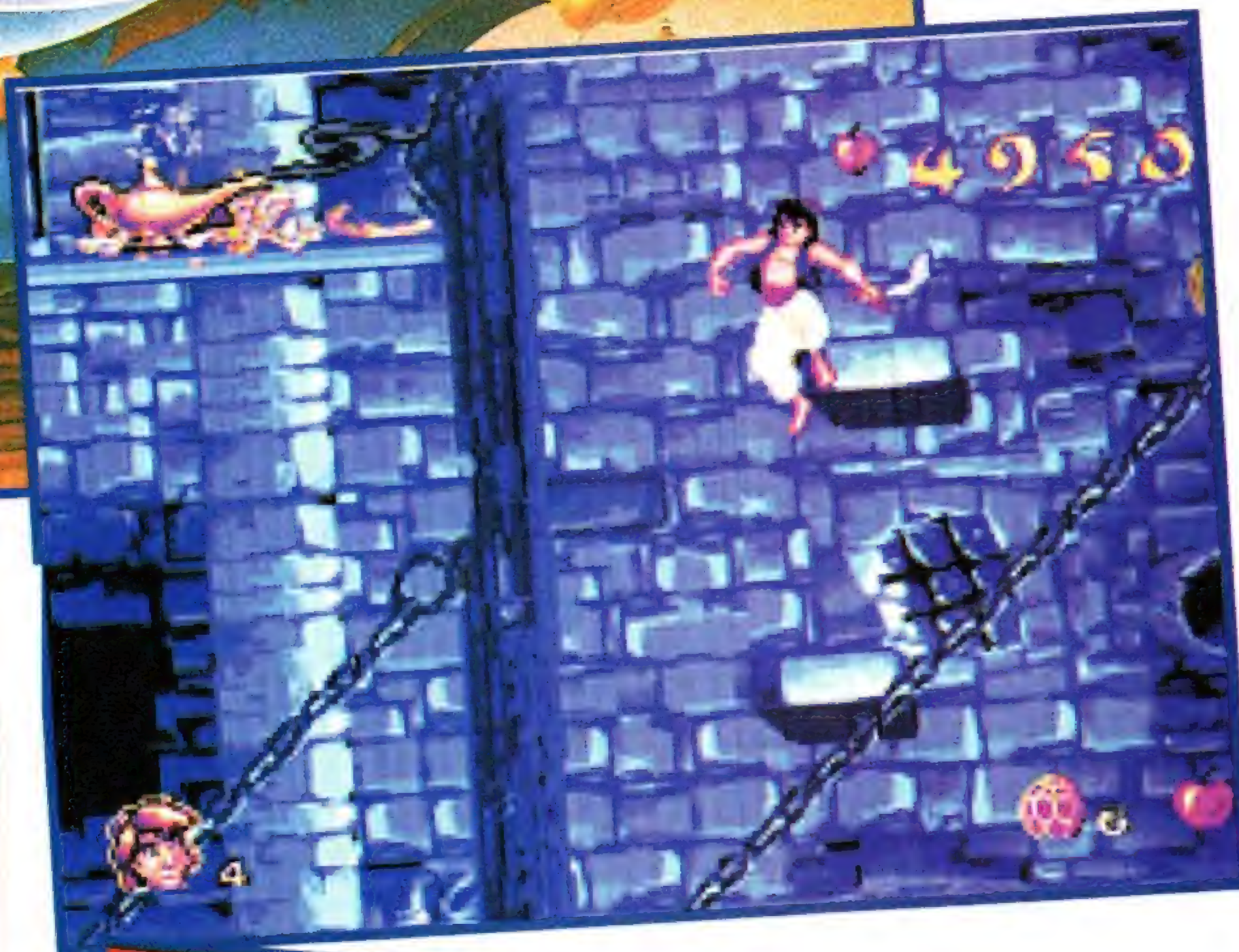
Hot on the heels of that irksome ovoid, Dizzy, Codemasters are set to introduce yet another new cutesy character to the gaming world - Smaartvark.

As can be determined from his name, Smart is an Aardvark - but one with a difference. Yes, in a career move which only the most twisted of minds could devise, Smart has chosen repairing TVs as his vocation in life. However, in yet another twist, Smart actually enters the TVs he's out to service - taking on the assorted glitches and problems on in a succession of film-themed worlds. Thus begins Codemasters' game, with the player controlling the young Paciderm as he sucks up baddies with his trunk in an attempt to rid six sets of the bugs infesting them. Of course, it's not as easy as it sounds and with the bugs drawing their inspiration from all manner of old B-movies, attacks come from every direction and in a variety of forms. There's no firm release date as of yet, but we'll keep you posted.

Master System

TOP TEN

- 1 **SONIC CHAOS**
- 2 **JUNGLE BOOK**
- 3 **MORTAL KOMBAT**
- 4 **JURASSIC PARK**
- 5 **TAZMANIA**
- 6 **OLYMPIC GOLD**
- 7 **F1**
- 8 **MICKEY MOUSE 2**
- 9 **LEMMINGS**
- 10 **OUTRUN EUROPA**



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SEGA



SEGA
MAGAZINE

LOOK OUT FOR REBEL ASSAULT!

SEGA MAGAZINE is eagerly awaiting the arrival of what could potentially turn out to be one of the best Mega-CD games yet devised - its name: **Rebel Assault**.

The game is a CD only title from LucasArts, which unsurprisingly, is based around the incredibly successful Star Wars trilogy of films. You are the rather strangely monikered Rookie One - an ex-farmer from the planet Tattooine who has decided to risk his life in bringing about intergalactic peace by helping the Rebel Alliance bring about the downfall of the evil empire, headed up by the twisted Emperor and the sinister Darth Vader, Lord of the Sith. The game is shoot 'em up action second-to-none with you piloting imperial shuttles, X-wings, snowspeeders and A-wings through a variety of different missions. You start on the planet Tattooine flying through canyons and then work your way up to flying training missions through asteroid fields. Later missions involve taking on squadrons of TIE fighters, dealing with the AT-AT walkers on the planet Hoth and even firing that fateful photon torpedo that spells the end of the Death Star!

The entire game is depicted using the wonders of full-motion video - the effect you get flying down into the Death Star trench or weaving through the asteroid field is simply tremendous. The game even includes a couple of "on-foot" missions - you have to run about, taking on stormtroopers with your blaster in order to get to your trusty spacecraft! Excellent stuff indeed. Adding to the atmosphere is the original film score, especially re-arranged by the London Philharmonic Orchestra as well as loads of full-motion video taken straight from the original movies. The full-motion video is shaping to be very impressive indeed - although a tad blocky, the entire screen is used to depict the action and looks utterly superb. Funnily enough though, because of some strange copyright laws, LucasArts can't use the original actors' voices - luckily some very similar-sounding actors have been drafted in to take on roles like C3-PO, Princess Leia and Darth Vader.

Some people have been worried about the linear nature of CD arcade titles. Although Rebel Assault does suffer from this to some degree, the program still allows you freedom unparalleled by any other Mega-CD title on the market at the moment. Super-compaction techniques have been used to bring in more data from the CD at one time, allowing you some freedom to move left, right, up or down in the full-motion video environment.

We saw an early demo at the Chicago CES show in June last year and came away exceptionally impressed. The game has already been released on PC CD-ROM where it has accounted for a sudden upsurge in CD-ROM sales. From what we've seen of the almost-identical Mega-CD title, we expect much the same.

JVC are handling the title in the States, but unfortunately, Sega Europe are still waiting for their copy in order to approve it for sale in this country! That being the case, we highly recommend that you keep your eyes super-glued to the pages of this very organ in order to glean the latest Rebel Assault-related news.

GAME GEAR TOP TEN

- 1 **SONIC CHAOS**
- 2 **MORTAL KOMBAT**
- 3 **JUNGLE BOOK**
- 4 **ECCO**
- 5 **JURASSIC PARK**
- 6 **SONIC 2**
- 7 **COOL SPOT**
- 8 **LEMMINGS**
- 9 **MICKEY MOUSE 2**
- 10 **TALESPIN/
DONALD DUCK
DOUBLE PACK**

FREEZE, PERP

It has been rumoured for years, but at last the Judge Dredd movie has been given the green light - and Acclaim have stepped in to acquire the rights for a Megadrive game.

With the film apparently starring Sylvester Stallone as the hardest Judge in Mega City One, details regarding the plot have yet to be decided - mainly because it doesn't start filming until early this year, and isn't due for release until the summer of 1995! Probe Software are the team developing the game but a game design has yet to be finalised - although it is believed they have an early script to work from. This is going to be one of the biggest releases of the near future, so stay tuned for further news.



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MOVE OVER SPINBALL?

Codemasters have obviously gone into game overdrive this month, as they're about to try and take on Sonic Spinball.

Psycho Pinball is the name of their contender, and replaces the obligatory silver ball with a little Armadillo who rolls up whenever it is hit by a paddle or a flipper. Six themed tables await the Armadillo's attention, and a series of baddies also appear to make life harder. An 8-meg cart, don't expect this to hit the shops until sometime in September...

LECTURE 2

It's official! Oldsters know nothing about computers! The results of a new survey carried out by Gallup for Key Note Publications revealed that only 21% of adult computer users feel that computers are easy to operate, with 30% saying they would never buy a computer. On the other hand, 36% of children find computers more useful than standard pen and paper. The bad news is that 68% of adults thought youngsters spend far too much time playing games - looks like they've all been reading the tabloids. So, if you're an old person reading this mag there's obviously something wrong with you. You should be hanging around bus shelters moaning about the Death Moves in Mortal Kombat and how kids today have got no respect.

GAME GEAR RASH

Game Gear owning fans of top-speed road racers are in for an excellent surprise - Road Rash, the famed 16-bit game of high velocity and much violence is coming to the portable.

The format of the game is remarkably similar to the Megadrive version and is currently shaping up to be rather smart indeed. It looks like being a very close version of the excellent Master System game, previewed on page 34. We'll be carrying a full review as soon as is humanly possible.



MEGA-CD

TOP TEN

- 1 **SONIC CD**
- 2 **THUNDERHAWK**
- 3 **LETHAL ENFORCERS**
- 4 **SILPHEED**
- 5 **NIGHT TRAP**
- 6 **FINAL FIGHT**
- 7 **SEWER SHARK**
- 8 **ECCO CD**
- 9 **SHERLOCK HOLMES**
- 10 **ROAD AVENGER**

GOAL!

'Ere we go, 'ere we go, 'ere we go - again! Yup, yet another footy game has been announced for the Megadrive.

With a Ryan Giggs game already on the cards, Virgin have turned to Kick Off designer, Dino Dini, to convert his Amiga smash, Goal!, to the Sega machine. Effectively a superior version of Kick Off, Goal! uses the same overhead viewpoint, but has the new addition of a zoom feature which expands the sprites whenever the goal is approached. In addition, it is also considerably more realistic to play than its predecessor - with more shot styles and in-game features. We were given a very early work-on-progress sneak peek at the game as it stands at the moment and can report that it is looking amazing. The same kind of brilliant playability that was in the Amiga version has made its way onto console - perhaps this game is the one to replace FIFA as the greatest soccer game of all time?



SEGA MAGAZINE



▲ Ren and Stimpy on the Megadrive



▲ Jurassic Park on the Mega-CD



▲ Donald Duck 2 on the Master System

COMING SOON

MEGA DRIVE

JANUARY

TOEJAM AND EARL 2
GREATEST HEAVYWEIGHTS
ETERNAL CHAMPIONS
F117 NIGHT STORM
GUNSHIP

FEBRUARY

PEBBLE BEACH GOLF
DR ROBOTNIK'S MEAN BEAN
MACHINE
SONIC THE HEDGEHOG 3

MARCH

ART OF FIGHTING
MCDONALD'S TREASURE LAND
STAR TREK: THE NEXT
GENERATION
BODY COUNT
REN AND STIMPY

MEGA-CD

JANUARY

JOE MONTANA
WONDERDOG
CHUCK ROCK 2
DRACULA
MICROCOSM
DUNE

FEBRUARY

JURASSIC PARK
PRIZE FIGHTER
DRACULA UNLEASHED
DOUBLE SWITCH
SPIDER-MAN VERSUS THE
KINGPIN

MARCH

MYSTERY MANSION
DRAGON'S LAIR

Master System

JANUARY

ROAD RUNNER
DONALD DUCK 2
DESERT STRIKE

FEBRUARY

STREETS OF RAGE 2
DR ROBOTNIK'S MEAN BEAN
MACHINE
FIRE AND ICE
ZOO

MARCH

BUGGY RUN
ECCO
MASTERS OF COMBAT
ULTIMATE SOCCER
ROAD RASH

GAME GEAR

JANUARY

DONALD DUCK 2
ASTERIX: THE SECRET MISSION
ROBOCOP VERSUS THE TERMI-
NATOR
DESERT STRIKE
JAMES BOND 007
F1

FEBRUARY

DR ROBOTNIK'S MEAN BEAN
MACHINE
FIRE AND ICE
ROAD RASH
ZOO

MARCH

ALADDIN
REN AND STIMPY
BATTLETOADS
SUPER CAESAR'S PALACE

SEGA

MEGA DRIVE

A spine tingling, blood curdling 6
level living nightmare from hell.



Castlevania®

The New Generation



As John Morris the whip
wielding vampire hunter,
or Eric Lecarde, master
lanceman, you'll chase
the demonic vampiress
Countess Bartley across
Europe to prevent her
resurrecting the master of
all evil - Count Dracula.



KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE

HYPERDUNK

This is Konami's first foray into the world of basketball, and Hyperdunk is all set to go head-to-head with Acclaim's soon-to-be-released NBA Jam. Hyperdunk goes for the more arcade-style feel, encouraging fast breaks and rather impressive (if improbable) runs. Just to stop basketball novices getting confused, it's impossible to break the rules. Not because there are no rules, but because the Megadrive simply won't let you do it. Unlike NBA Jam, this version sees a full complement of players on the court at one time, so it's a different enough game to be a viable proposition. As to whether it's any good or not, you'll have to wait until our full review soon to find out.



▲ As you can see, Hyperdunk is a basketball game.



▲ This Conga sub-level conveys the real Christmas party spirit.



▲ This kind gentleman obviously wants to give the opposition a hand.

DINOBASHER STARRING BIGNOSE THE CAVEMAN

Codemasters are certainly being the Game Gear owners' best friends at the moment, thanks to their huge endeavours in the 8-bit programming department. Their latest result is this prehistoric-style platform adventure starring a podgy little chap by the name of Bignose. Of course, it's not all club, club, club and Dinobasher does have its strategic element. This is embodied in the trading sequences where Bignose is able to offload the bones and rocks he's collected and get hold of something useful in exchange. Codemasters are pretty new to this Game Gear lark, so it'll be interesting to see how Dinobasher finally turns out.

MICRO MACHINES

At last, the most brilliantest two-player racing game around makes the transition to Master System. It's already coined in a severe amount of cash on the Megadrive and is set to do the same on the Game Gear, and now every Sega owner can get hold of it. It's an overhead view perspective racer, in case you've never heard of it before, with a variety of different vehicles, each one demanding different skills to triumph in. Whilst the one-player game has a reputation for easiness, it's one of the classiest two-player games going. Can the programmers scale down the action successfully to the Master System? Or what?



▲ Hooray! An excuse to play Micro Machines for hours again! No work for me!



▲ Dinobasher began life as an NES title yeeaaars ago.

▼ Poor old Bignose hasn't realised chickens haven't evolved yet.



▲ Grabbing this icon improves Bignose's weapon.

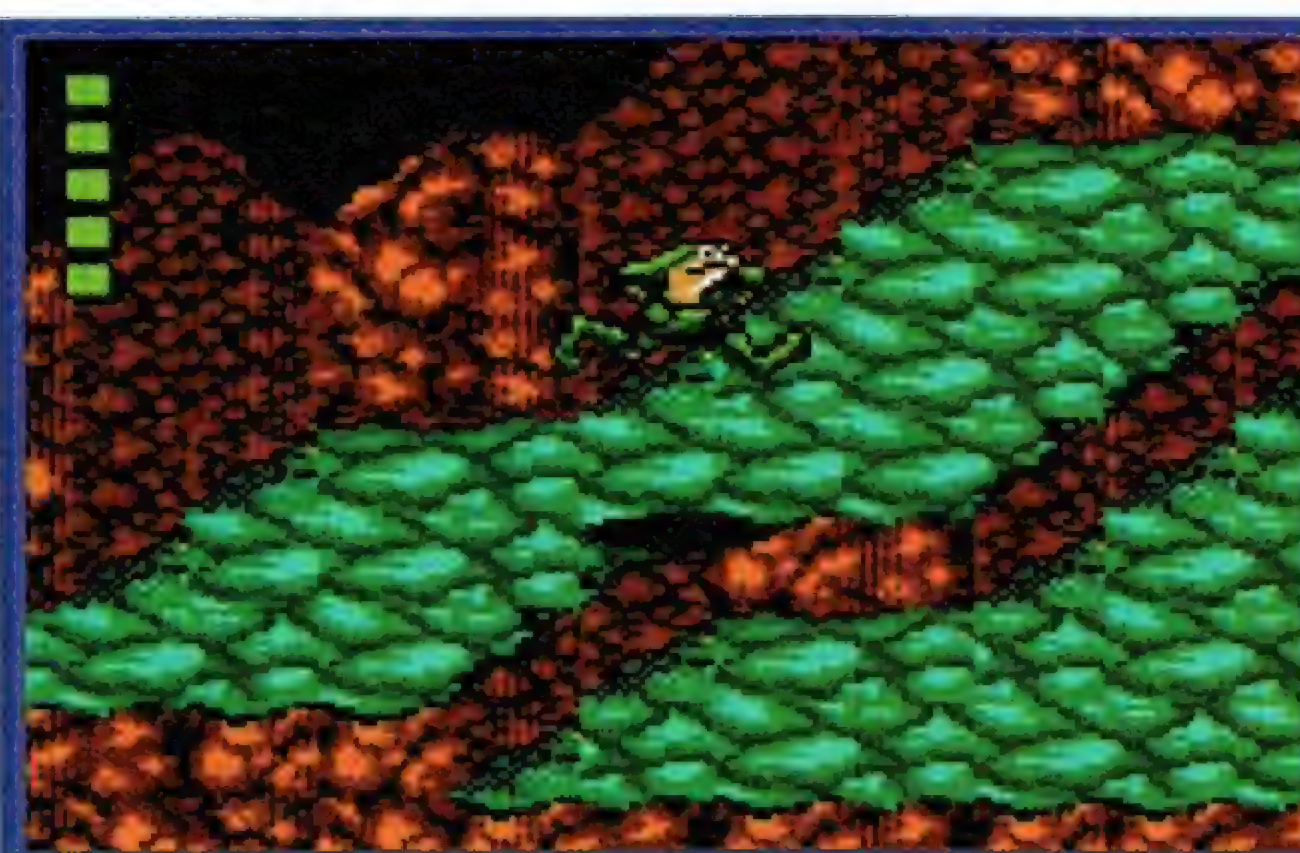
NORMY

EA are known for having original, and sometimes a little off-the-wall, ideas. Normy, however, isn't just off the wall, it is in fact right out of the tree. Whoever came up with this has a great sense of humour, but sadly no sense of reality. It's a sort of magical adventure across the whole of time and space, where the player encounters everything from 3 Stooges-worshipping tribes in the jungle to tormented souls burning in Hell! The game is mostly a platform affair with adventure overtones, meaning there's a bit of the old object-collecting to do in order to get anywhere. Whilst you're waiting for our review, just feast your eyes on these lovely shots.

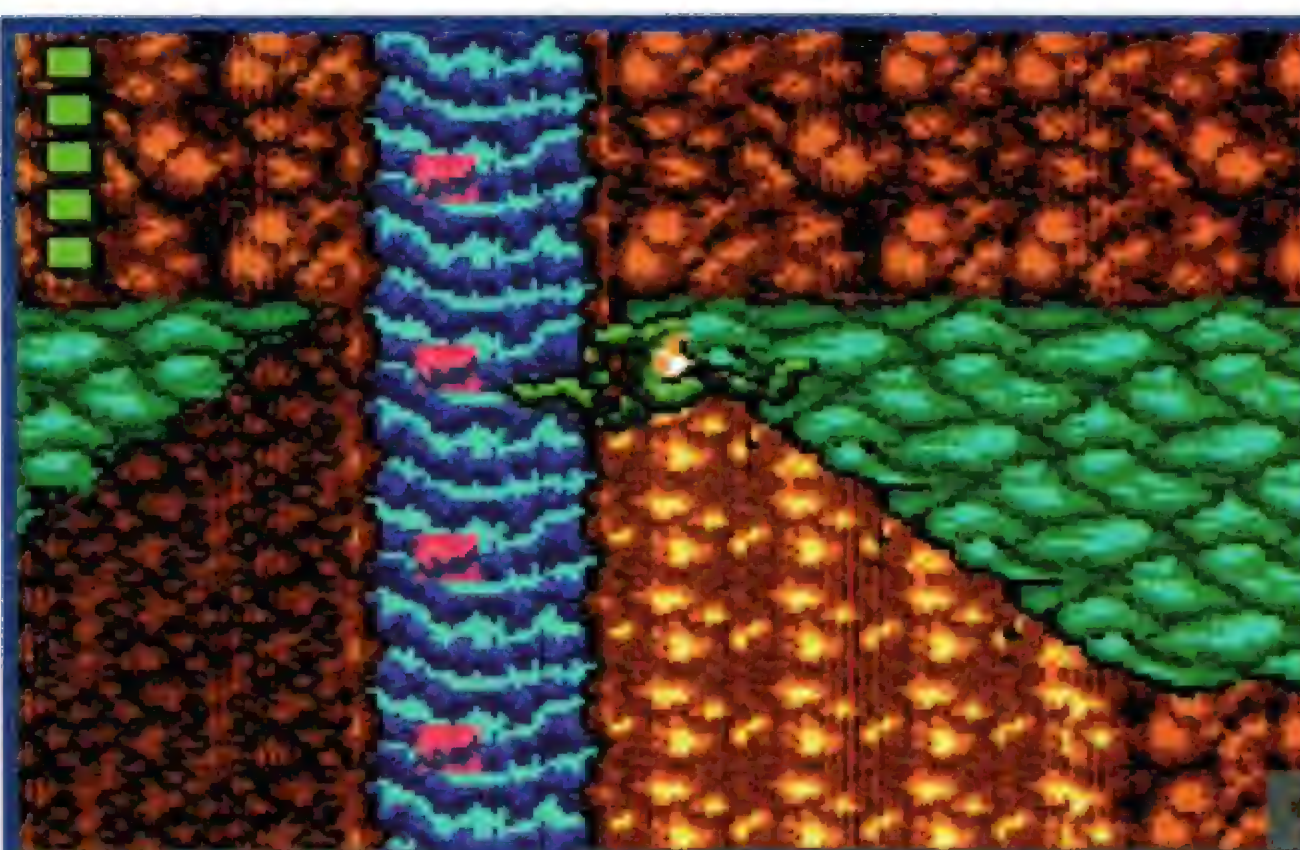


BATTLE-TOADS

Blimey, the Battletoads continue their quest to dominate every games platform in the known universe with this, their first Game Gear adventure. It's based on the old Megadrive version, which is no bad thing as that title was something of a corker. Mixing platform elements with beat 'em up action and super-fast chase sequences on foot or speeder bike, Battletoads has plenty of original elements. Only time will tell, of course, if the small screen of the Game Gear takes the edge off the graphics, or if the game-play gets lost somewhere along the re-coding operation.



▲ The Battletoads have appeared on just about every format known to man.



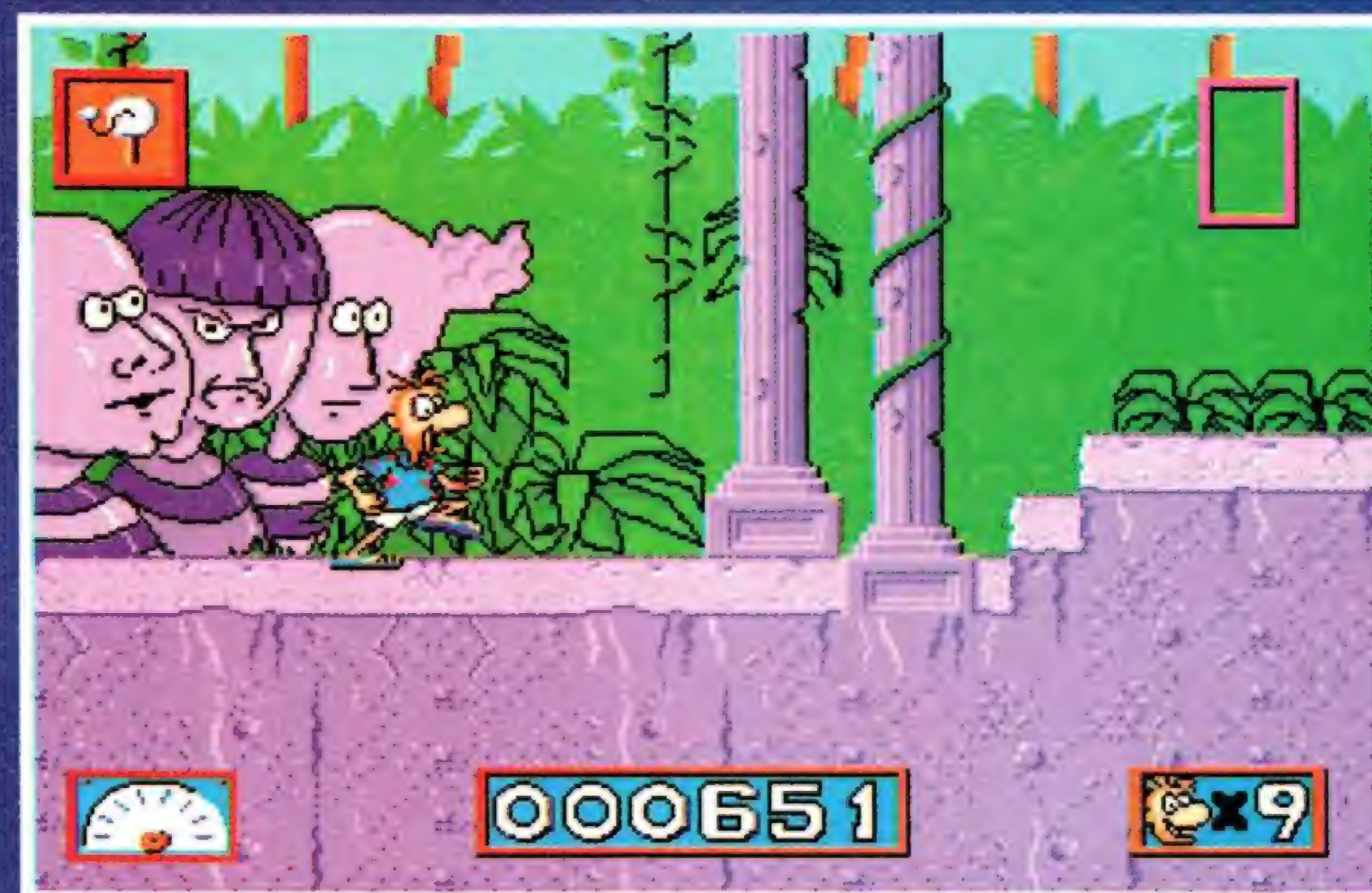
▲ This is pretty much a straight conversion from the Megadrive



▲ This is the eponymous Normy, hardly what you'd expect when it comes to globe-trotting heroes.



▲ Along his travels, Normy picks up all sorts of weapons, although most except his table tennis bat are only useful against certain enemies.

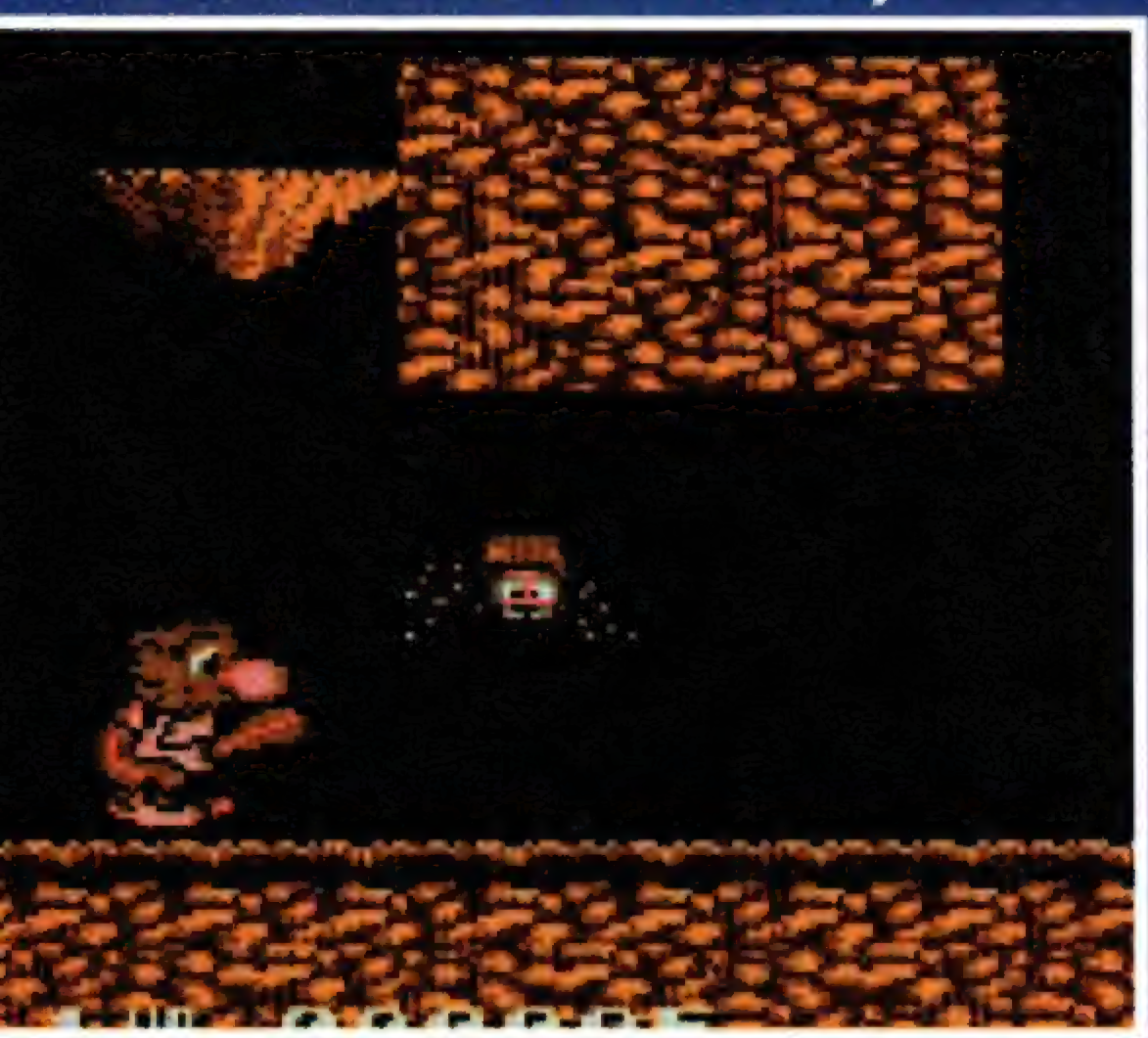


▲ More Aztec adventures as Normy hotfoots it past the idol of the jungle tribe - a big statue of the Three Stooges!



▲ The walls of hell are littered with amusing signs and funny jokes. Ho de ho ho.

▼ An interesting underground cavern scene, here. Hooray.



PREVIEW

MIBIEN
PREVIEW

16 MEG

BY:
SEGARELEASE:
MARCH '94

VIRTUA

We've already brought you an exclusive look at the stunning Megadrive version of Virtua Racing, showing you just about every aspect of this stunning new title. However, a later version of the game has just appeared at Sega Europe and it looks *even better*. SEGA MAGAZINE journalists were summoned immediately to take a look at the new version of the game.

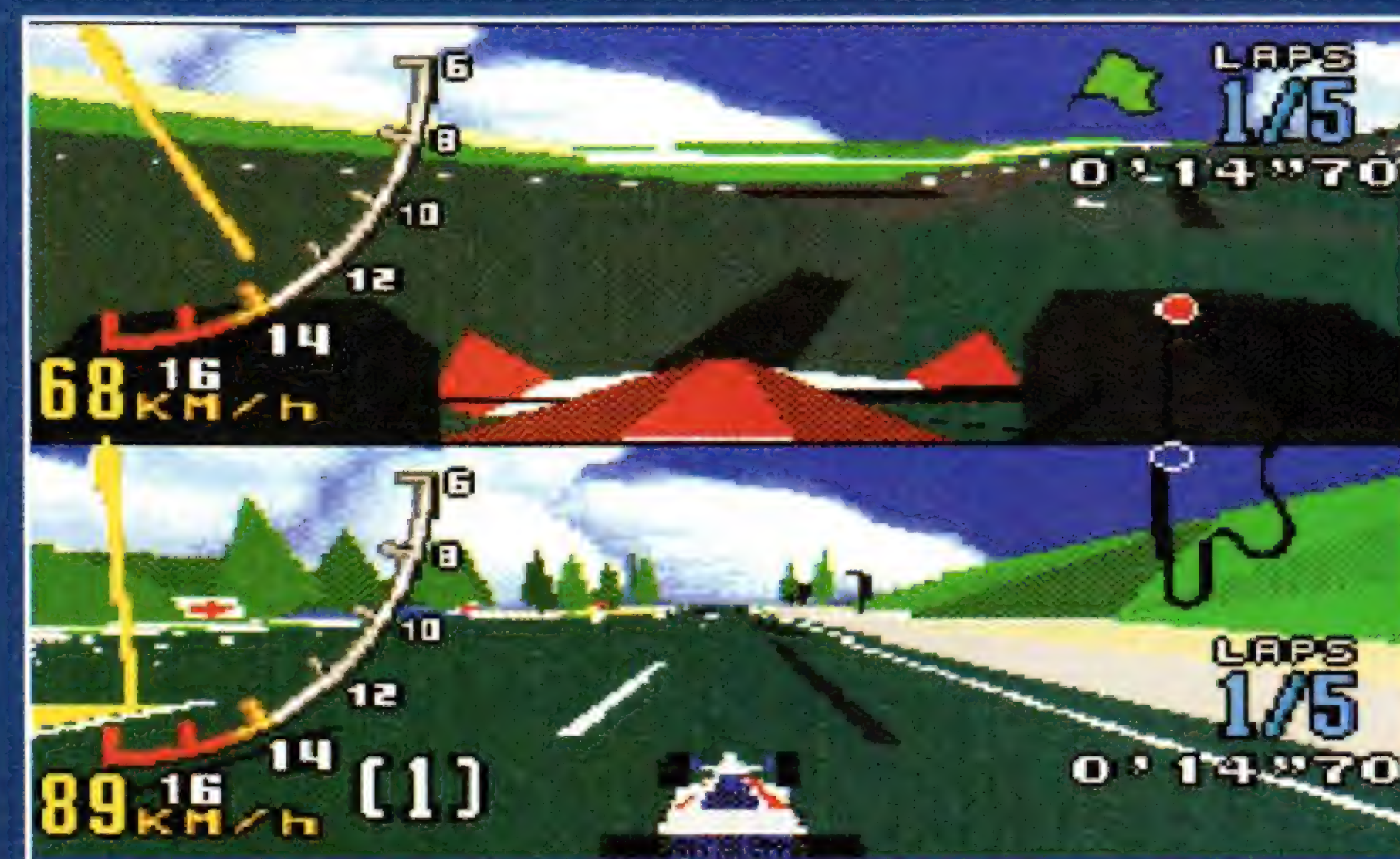
As you can see from the screenshots, Sega of Japan's elite programmers have vastly improved the game since we saw it last month with the addition of a split-screen two-player mode!

We can reveal that the game is still utterly brilliant in this mode - even though the Megadrive is effectively doing twice the work! The speed of the action is remarkably swift - faster than the one-player version we played last month. Some of the tiny detail has been removed to provide a cleaner and faster screen, but the overall effect is utterly amazing. In this mode, the game still plays as well as in one-player mode. None of the gameplay features of the solo mode have been lost - even the ability to change the view of the action is still in there (both players can select their favourite perspectives!).

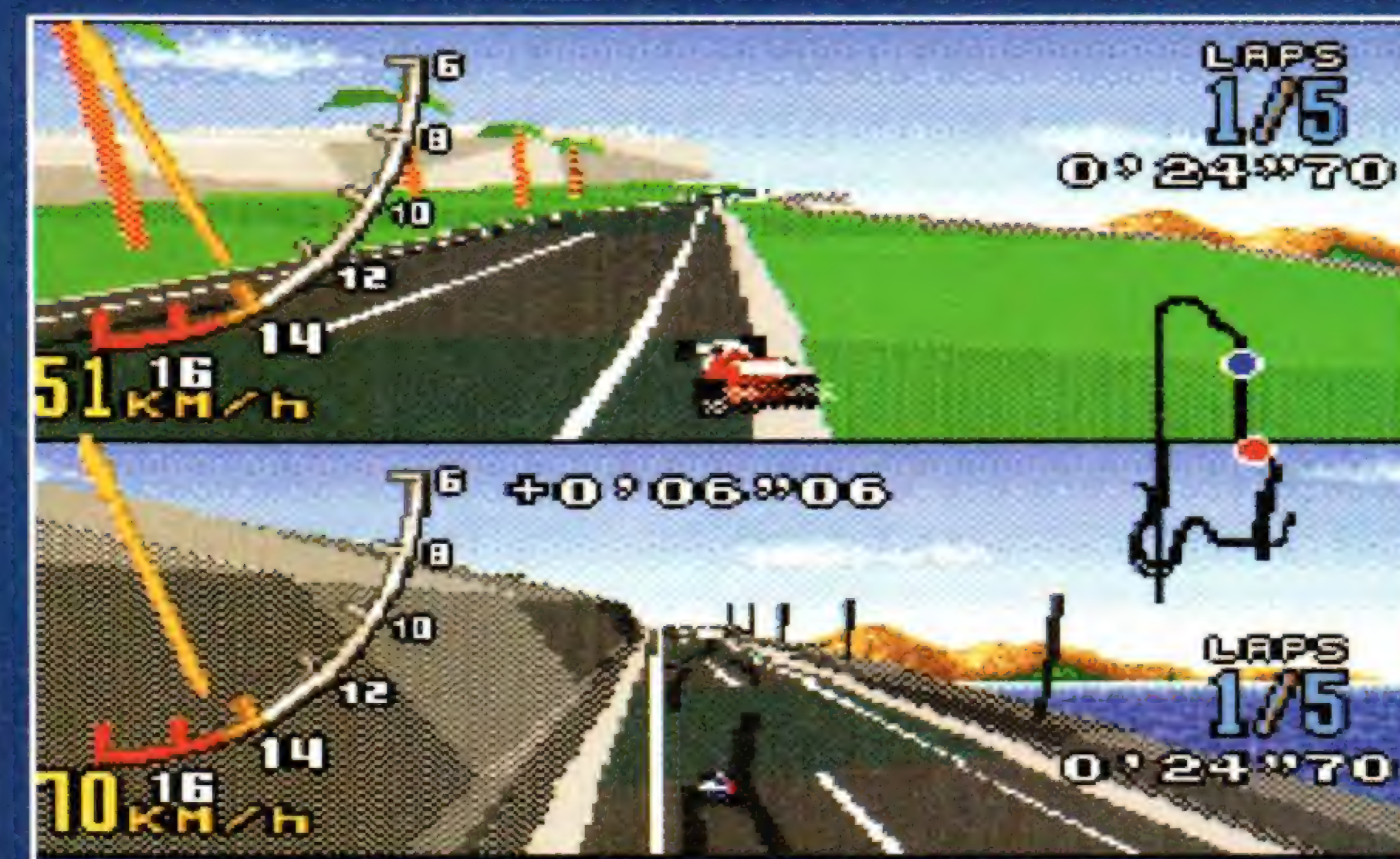
The programming team have also been busy in developing the one-player mode as well. If you thought the graphics of the game looked brilliant in our four-page preview last month, you're in for a surprise. The programmers have added extra scenery objects to each track to make them look even more spectacular. What's more, the speed of the game is now even intense. This point in particular is of some pride to Sega's development department - the new polygon-generating Sega Virtual Processing chip is proving to be better than was first expected. Virtua Racing is looking like a real "next generation" product, putting many high-spec PC games to shame in terms of graphics and gameplay.

Everyone both at Sega and SEGA MAGAZINE are extremely excited about this product. We'll be bringing you the exclusive review in next month's issue.

SEGA



▲ Split-screen Virtua Racing in all of its glory! As you can see, the programmers have managed to retain an exceptional amount of detail even though the Sega Virtual Processor is effectively doing twice the work.



▲ Both Virtua Racing screens act completely independently of one another. One player can view the action using one particular perspective, while the other participant can choose a totally different view of the action.



▲ The EXPERT track of Virtua Racing is doubly difficult with two players at the console. Not only do you have your opponent to defeat, you must also tame the most fearsome Virtua track in the entire game.

RACING



▲ Although it is very difficult to spot, the game is rather cleverly cutting down on the amount of detail it needs to portray - hence the mega-swift screen update. The full detail is seen on the full-screen one-player mode.



▲ There were fears that two-player racing would not be possible in the Megadrive version of Virtua Racing. Obviously, this is not the case - all the fun of cutting up your opponent and streaking to victory remains!



▲ Sega Europe are rightly proud of the Megadrive version of Virtua Racing. Put together by the same programming and design team that created the incredible coin-op, this game looks like being one of the highlights of 1994!



▲ Player one "pits in" whilst his opponent streaks into the lead! The bottom player is using the in-car view. It offers the fastest "seat of the pants" view the game has to offer - but the limited view of the road makes steering effectively very difficult.



▲ And we have a winner! A great camera angle of the Virtua-I action is one of the rewards bestowed upon the winning racer. If you take a look at the top screen, you'll notice that small details (like the cut-up grass) are still visible.



PREVIEW

SUBMARIAN
PREVIEW

8 MEG

BY:
SEGARELEASE:
FEBRUARY

REVIEW



REN

Avid watchers of Childrens BBC will probably be aware of the existence of the strange cartoon known as Ren and Stimpy - it's going to be beginning its first run in January.

The Megadrive game is following shortly thereafter (with a Game Gear version also in the offing). The player(s) controls the eponymous Ren and Stimpy - their mission, to traverse the platform levels using their strange skills in order to slap about the legions of weird enemy sprites that cross their path.

As you can see from the screenshots, the game has a very distinct graphical style that captures the zany atmosphere of the cartoons exactly. The sound also, is excellent, with a vast array of cartoon sound effects for all occasions.

One of the best features of the game is that the two players can co-operate and pull off all manner of amazing special moves - for example, Ren can roll up Stimpy and use him as a bowling ball! This basically means that a great deal of team work is required to beat some of the puzzles the game presents you with.

First impressions of Ren and Stimpy are rather favourable - we'll be bringing you the full review in next month's edition of the fine organ that is SEGA MAGAZINE.

SEGA



▲ Rampant flamingoes are a terrible hazard in this action-packed screenshot from the first level of the game. Watch out for those energy-draining beaks!

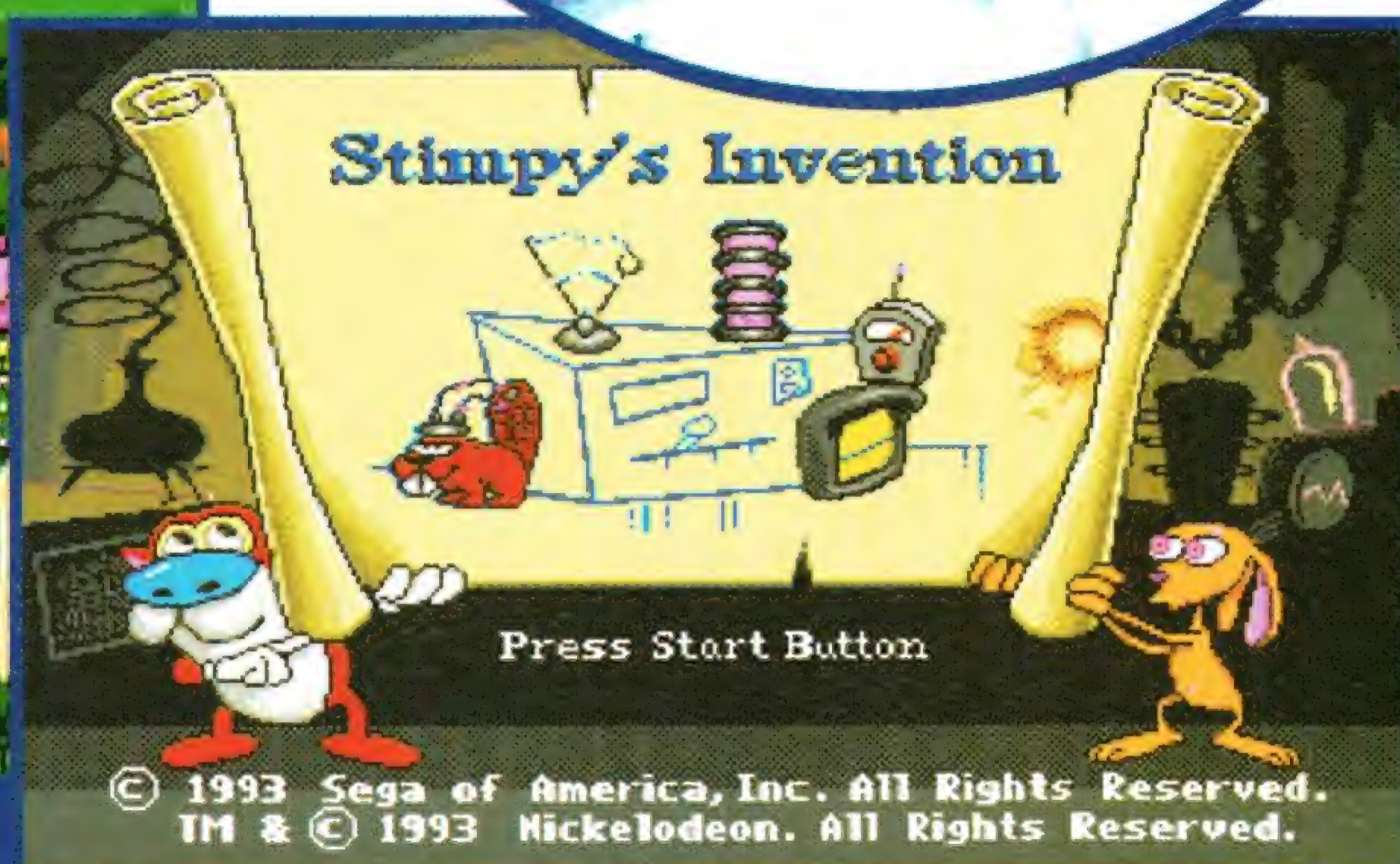
& STIMPY



▲ Expel "air" to blow yourself in any direction!



▲ Squeeze the life out of Stimpy to blast the opposition.



▲ Ren and Stimpy examine their latest cunning plan - press that START button.



▲ Leap the chasms and blast the possessed lawnmowers in this scene from level one.



▲ Ren and Stimpy knacker themselves out on a bicycle made for two! Note the "zany" mapcap cartoon style.



▲ Note the amazing cartoon-esque expressions on the faces of our heroes as they shoot down this admittedly steep hill.

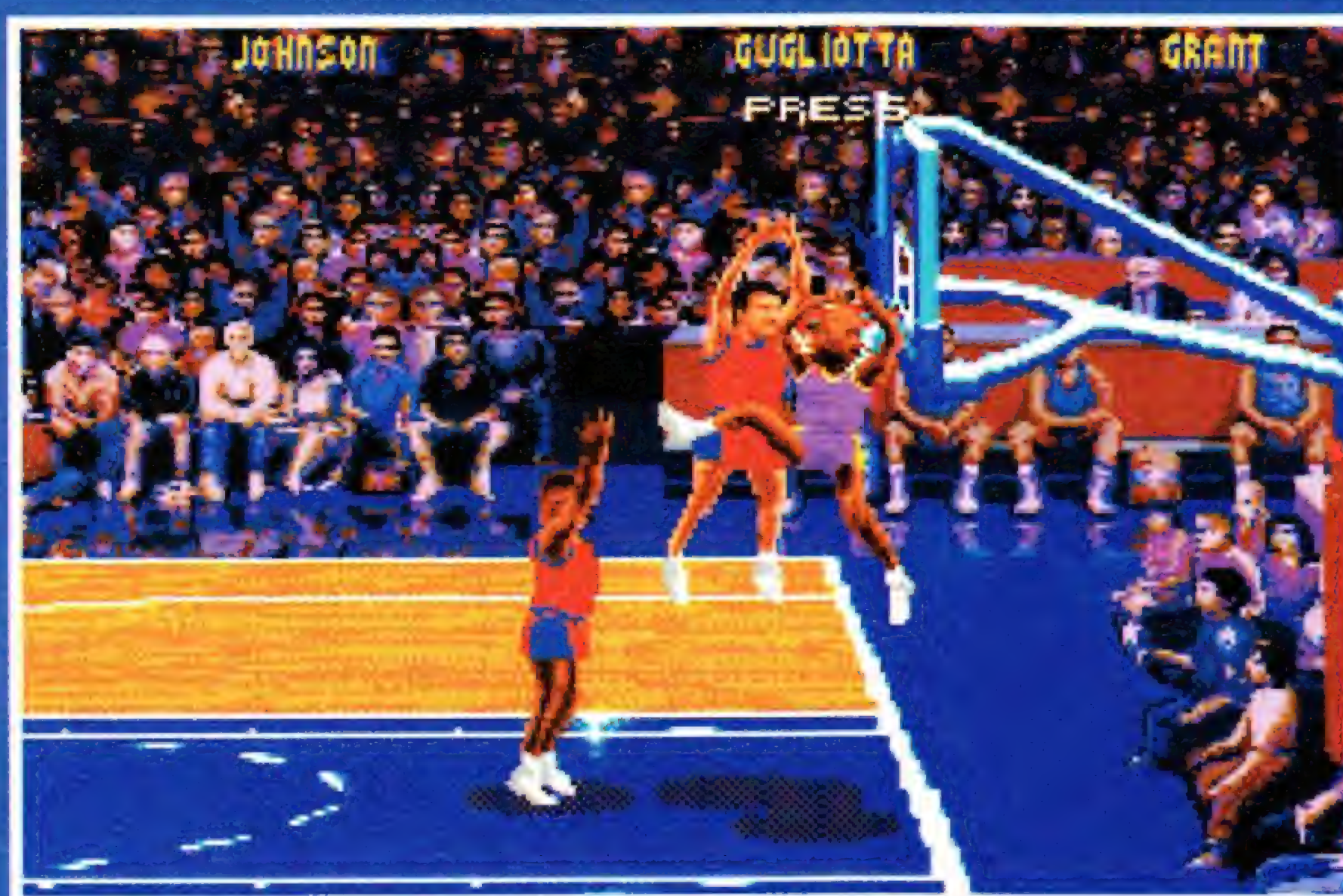
PREVIEW

PREVIEW

8 MEG

BY:
ACCLAIMRELEASE:
TBA

▲ Here we see one of the posey super slamdunks in action. It'd be quite funny if that chap caught his elbow on the hoop and then fell right on his head.



▲ Hmmm, looks like a mousie gghas run onto the court here, greatly scaring those players.



▲ It appears that this poor fellow has become wholly entangled in the hoop. Oh dear.



▲ Here we see that blind navigator bloke off Star Trek - the Next Generation. No wonder their mission's going to take ten years. Their navigator's blind, for God's sake.

NBA

If you've a passion for basketball, the Megadrive has a wealth of titles to suit your cravings - from the rather ancient (but all right) Super Real Basketball to the ultra-modern isometric Dave Robinson's Supreme Court Basketball. And now Acclaim, in their infinite wisdom, are to release the officially endorsed NBA title, called **NBA Jam**.

This isn't the story of a group of basketball stars striking an endorsement deal for a brand of breakfast-time toast spread, but actually a conversion of the hugely successful coin-op of the same name. The main game takes the form of a two-on-two runaround featuring all of the teams in the NBA. The court is viewed from a side-on angle, with the play area being about three screens long. Due to recent (and indeed totally fictional) NBA financing troubles, however, each team has had to cut back its numbers to a mere two players. The remaining players are of the highest standard though, with their individual playing abilities displayed on the team select screen, to aid the player in his (or indeed, her) team selecting decision.

What makes NBA Jam really different from other basketball games, apart from the more head-to-head style of gameplay than team tactics, is the supernatural powers possessed by every player. Pressing the right button activates the limited-energy Turbo mode, which allows the player to run faster than normal. Attempt a basket in the blue shot zone whilst under the influence of Turbo and your bloke performs a dazzling magical feat. The basket may burst into flames, the player might leap up a million miles into the air and spin around lots, or perhaps the backboard gets broken. Whatever happens, these Ultra Jams, as they're called, are almost impossible to defend against - which is more than can be said for the majority of shots on hole. Along with the number of offensive moves (like sticking your tongue out or calling someone Mr Ploppy Pants), there's a whole host of defensive manoeuvres. Players can grab, steal, jump and even shove. If someone's trying to slam dunk the ball, you can nab the pill right out of their very hands if you're fast enough. Mind you, if you're good enough, there are great rewards for scoring tons of points. Every time one single player scores three baskets in a row, without either the opposition or his team-mate getting a look-in on the scoring points front, he is declared "On Fire". Every time this player now grabs the ball it bursts into flames, it also endows him with powers and abilities far beyond those of mortal men. Of course, this just shows the depth of realism in NBA Jam - that sort of thing happens all the time in real life basketball, doesn't it?

Surely, though, the crowning glory of NBA Jam is its four-way tap compatibility, which allows you and three of your chums to participate simultaneously, two to a team. It doesn't even matter if someone shows up late, wither, because you can join in half-way through a game simply by pressing the START button. The finished version of NBA Jam reached us just too late for full review inclusion in this issue, but you can be sure that there'll be an in-depth look at this potentially stunning license in next month's SEGA MAGAZINE.

SEGA

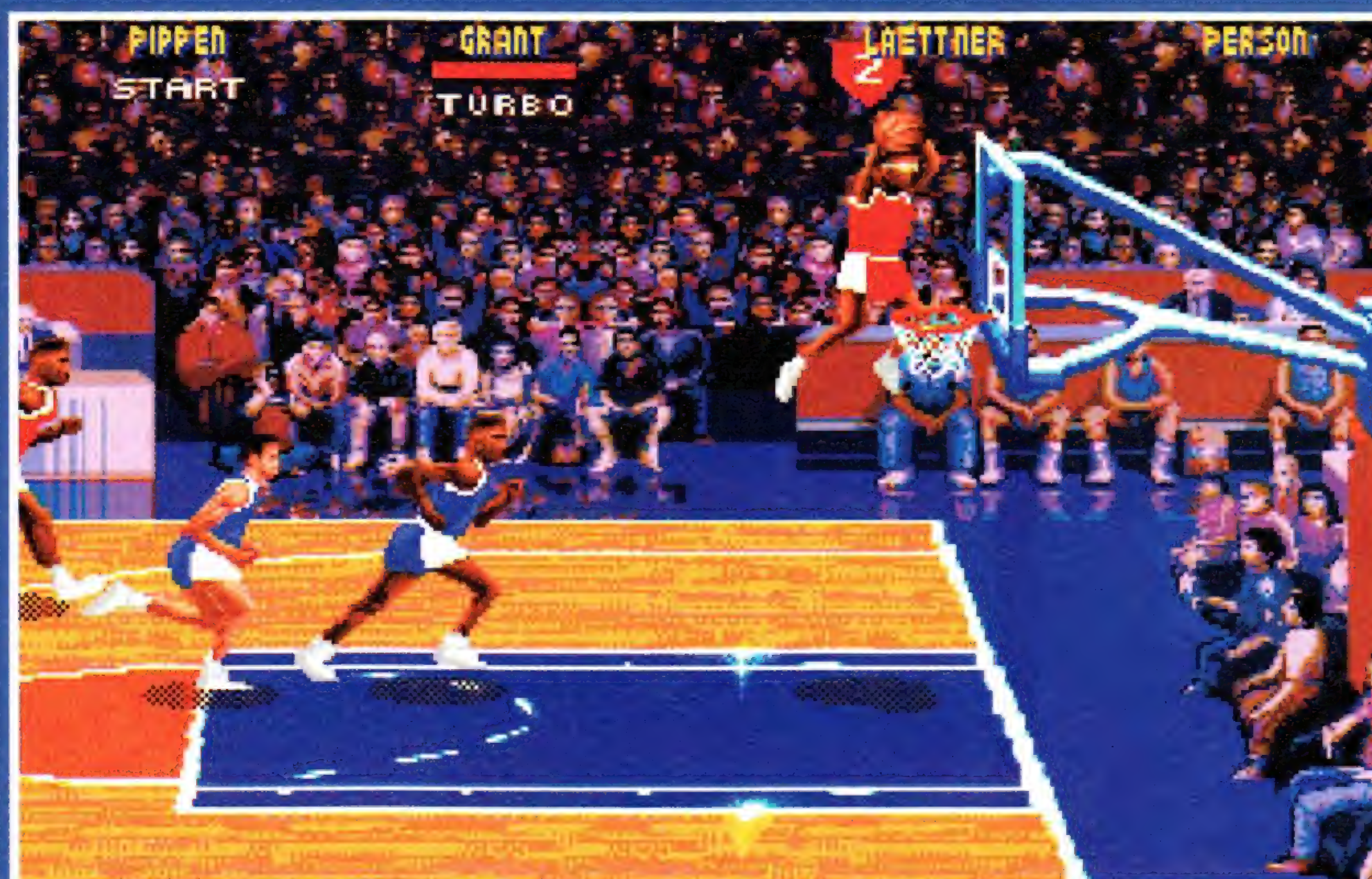
JAM



▲ This grab shows just what happens when a player is declared "On Fire" - the ball bursts into flames at their very touch.



▲ The halftime report shows all the stats you could wish to see, along with two windows of rather natty digitised basketball footage.



▲ He might be blind, but his visor lets him see in any spectrum, other than normally. Thus scoring a basket in infra-red is no problem for our plucky interstellar explorer.



▲ Either the guy in the red just scored a basket and the other leaping chap is trying to stop him, or the other leaping chap has got stuck and the guy in the red is trying to help him get down.



▲ No! Look the other way! Hey! Behind you! He's scoring a basket! Behiind you! Oh yes he is! Etc etc.

PREVIEW

MEGA DRIVE
PREVIEW

16 MEG

BY:
EARELEASE:
MARCH '94

SKITCHIN'

Electronic Arts' latest Megadrive release is shaping up to be one of the best road racers we've seen on the machine since Domark's *F1*. Entitled *Skitchin'*, you adopt the mantle of a deranged skater type who gets his kicks by participating in roller races on the highways! Skate along the road, grab the back of a passing motor in order to gain speed and wait for a corner... then let go of the car and use your momentum to zoom off into the distance!

As you can see from the screenshots, *Skitchin'* does look quite similar in execution to *Road Rash*. Yes, it has been coded by the *Road Rash* team and yes, it does use the basic *Road Rash* graphics engine. However, we are happy to reveal that the feel of the game is completely different to *Road Rash* and it is, in all, shaping up to be a rather good game.

In addition to the racing action, there are loads of ramps dotted around the track. Use one of these and you're catapulted into the air, enabling you to pull off all manner of tricks (for which you are awarded points). Grabbing hold of pipes and suchlike from the ground enables you to quite literally beat off the opposing skitchers!

With its smart one-player mode and fun-filled simultaneous two-player mode, *Skitchin'* is shaping up to be one decent road racer. Look out for a full review in the next couple of months.

SEGA



▲ Of course, all this sort of behaviour is very dangerous indeed and you shouldn't try it at home. All of these sprites are trained professionals, and safety equipment is mandatory.



▲ This is the Spectre, reporting live for Outlaw Sports. I bet he thinks he's really hard, doesn't he?



▲ Use your skates to move down the road.



▲ Grabbing the backs of cars allows you slipstream at high speed.

m/



▲ Of course, if all this rollerblading nonsense seems a bit too much like hard work, you can always resort to hitching a lift.



▲ Look out for little old ladies in raincoats hanging on to the backs of jeeps.



▲ Vancouver is, of course, renowned as the world capital of rollerblading, thanks to its many beachfronts and such. The area is also popular with the surfing community.



▲ Hey! Can't you read? It says "No Parking"! Go on, get out of here!



▲ This is the bit where you choose your favourite tune to listen to whilst rolling. Or it might be favourite kitchen utensil.



▲ That split-screen two-player action in full. It means there's two players at once.



▲ This is a picture of the title screen. It introduces the name of the game in as attractive a way as possible. This one is attempting to show a "street-wise" "attitude" to be "down with the homeboys", as if that's going to make them buy the game or something.

WARNING

THIS GAME CONTAINS FICTIONALIZED PORTRAYALS OF ACTIONS AND STUNTS, SOME OF WHICH ARE EXTREMELY DANGEROUS. ATTEMPTING THESE ACTIONS OR STUNTS MAY CAUSE SERIOUS INJURY. DO NOT ENGAGE IN ANY OF THE DANGEROUS ACTIVITIES PORTRAYED IN THIS GAME.

▲ Told you not to try it at home.

PREVIEW

PREVIEW



CD

BY:
SEGARELEASE:
TBA

DOUBLE SWITCH

Double Switch is another in a long range of full-motion video titles being put together for the Mega-CD by the guys and gals behind such classics as Sewer Shark and Night Trap.

No expense has been spared for this particular title. The starring role of "Eddie", the streetwise, streetcred, hat-wearing dude is played in this adventure by none other than Corey Haim. Remember him? His best film was probably the classic *The Lost Boys* - he was the little brother of the bloke who gets turned into a vampire by Kiefer Sutherland and his band of bloodsuckers... you remember. He was quite funny in that, actually.

Well, in *Double Switch*, he's Eddie - the guy charged with the task of protecting a building with the aid of a network of security cameras (sound familiar?). Not only does he lookout for the inhabitants of the building, he also disposes of unwanted intruders by using traps (sound familiar?). However, somehow he's lost control of his security grid and you've got to do the perp-catching now for him. Muck up and the building's various characters "get it".

Yes it is quite similar in terms of gameplay to *Night Trap*, but the action window for the full-motion video is significantly larger thanks to the wonders of Cinepak (tm) and the game is structured a whole lot better than *Night Trap*. In that title, it was hard keeping up with everything that went on in the house. In *Double Switch*, Eddie's security grid enables you to keep a track of who's gone where and suchlike. The characterisation in *Double Switch* is a lot sharper too - Eddie gives you a basic resume of each of the building's inhabitants at the beginning and comes up with all manner of intriguing observations during your adventures. So, all in all, *Double Switch* is looking pretty good - and there's a bonus too! The music is being put together by none other than Thomas Dolby - he of much chart success some years ago. Rather impressive eh? We should have coverage of full review-size proportions coming up soon.



SEGA



▲ Meet Brutus - one of the less attractive members of the community. You can keep a track of the building's inhabitants by investigating the plan of the building to the left.



▲ The beginning of the game introduces Eddie - your "pal" in Double Switch. This keyboard is a part of his complex security set-up. However, he's now cut off - and you're in control!



▲ Yikes! One of the less appealing characters. Obviously, he's up to a bit of mischief. Study that dial on the bottom of the screen. When it's in the red, use a trap to capture this fiend.



▲ Each room has two traps at your disposal. Press the START button to bring up a plan of the room. The traps are indicated on the blueprint. Use this to decide where to ensnare your foes.



▲ The first person you need to save from the bad-dies is the rather nice Alex. It transpires that she is, in fact, an investigative journalist on the trail of a very important story. To this end, several people would like her "out of the way".

PREVIEW

Mega-CD
PREVIEW

CD

BY:
SONY IMAGESOFTRELEASE:
FEB. '94

GROUND ZERO

Full-motion video is proving extremely popular at the moment - check out our exclusive peaks at some of the forthcoming Mega-CD product this month. One of the most interesting titles of the bunch is Ground Zero, Texas - developed by Digital Pictures (the guys behind Sewer Shark, Night Trap and Double Switch).

The storyline is excessively strange. A small town in Texas has been witness to some rather bizarre goings-on (murder, crime, abductions - you get the idea), so a series of cameras have been installed around the town. It's your job to man these cameras and investigate these strange happenings.

As it turns out, a race of evil aliens (known as Reticulans) have decided to spearhead an invasion - their aim: to take over the entire world! It's a good thing therefore that all of your installed cameras have been armed with particle cannons that enable you to blast the evil aliens. Smart eh? Just watch that you don't murder an innocent civilian instead!

Ground Zero, Texas looks like being a very interesting Mega-CD release. Sony Imagesoft are very excited about it - remarking that the game has substantial gameplay as well as brilliant graphics and sound. The game fared pretty well in our initial playtesting session. A full review of Ground Zero, Texas should appear (hopefully) in next month's edition of SEGA MAGAZINE.

SEGA



▲ Every time you hit an enemy alien, the screen switches to a close-up of said extra-terrestrial being iced and falling over.



▲ Why, even on the Plaza Square, those outworlders just can't help being shot and flying backwards like their ankles have exploded.



▲ This is one of the interesting set pieces, where you have to watch what goes on without shooting anyone - until someone draws a gun. Which normal human is really a wily alien varies each game, so you can never be sure where to aim until the last second.

ERO, TEXAS



▲ The first time you switch to a camera, you're introduced to the person in charge of that sector. Whatever you do, don't kill them. You'll get into all sorts of bother.



▲ Sometimes aliens hide behind car doors.



▲ This greasy chap is not at all endearing.



▲ A large laser cannon fires its deadly laser beam in this lovely shot.



▲ A large alien fires its deadly laser beam in this lovely shot.



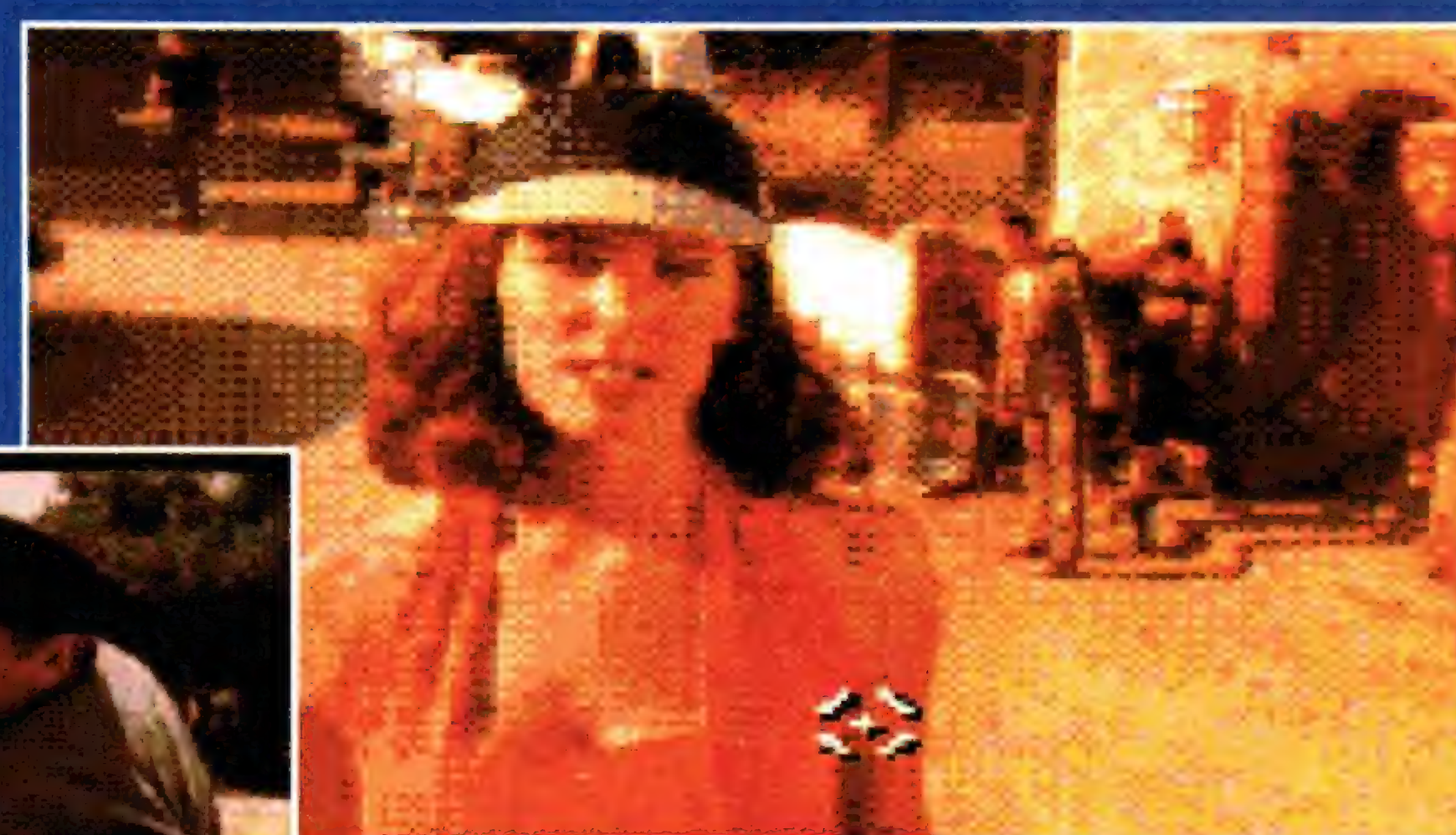
▲ Once you've targetted a foe this box appears around them to help you aim.



▲ A pleasant scene from the lengthy FMV intro to the game.



▲ Eekyah! You got me, Hank, as they say.



▲ Another of the Sector Commanders is this lass in a dodgy hat.

PREVIEW



CD

BY:
SEGARELEASE:
FEBRUARY

JURASSIC



The basic "point and click" interface of Jurassic Park couldn't be simpler to manipulate. Just point where you would like to go and press the button!



The Visitor Centre, as pictured here, is a good example of the wonders of full-motion video. Your entire journey in the building is depicted with the smartness that is FMV.



The object manipulation system is exceptionally easy to get the hang of. Opening trunks or collecting items is simply a case of running the cursor over the object in question and then pressing the button. Further manipulations are carried out by using the special object manipulation screens.

Sega are extremely serious about CD and multimedia in general. To that end, they spent a colossal \$10 million in creating their super-equipped multimedia studios at Sega of America's headquarters in Redwood City, California.

The first title to emerge from the multi-million dollar complex is the Mega-CD version of Jurassic Park - a conversion of THE top-grossing movie of all-time. The design brief for the title was extremely ambitious. The programmers actually wanted to create the entire Isla Nublar Jurassic Park complex on CD, giving the player total freedom to explore the magical environment.

The version of the game we've seen is just about complete, bar some minor debugging. The basic structure of the game gives the player a first person perspective view of the Park, enabling you to turn in full 360 degree movements, choose where to go, do battle with dinosaurs, manipulate objects - you name it. Movement is a simple case of pointing where you want to go and pressing a button. The wonders of full-motion video take you to your chosen destination.

Being on CD, the sound is literally amazing. Depending on where you are in Jurassic Park, you hear the appropriate sounds - the jungle-like atmosphere is conveyed very well with some stunning QSound virtual audio. Put this through a stereo (or better still an actual Surround Sound set-up like we did) and prepare to be amazed.

So... the graphics look rather smart, the FMV's pretty good and the sound is stunning - what of the gameplay. Well, we'll have to leave you in suspense on that particular score. However, all being well, we should be able to bring you a full review of the game in time for issue three of SEGA MAGAZINE.

SEGA



The advantages of the Mega-CD are brought to bear on the game that is Jurassic Park. The CD's enormous storage potential has been put to use in creating an enormous adventure, with "real" sounds, full-motion video left, right and centre, AND a series of semi-educational documentaries on each set of dinosaurs in the game.

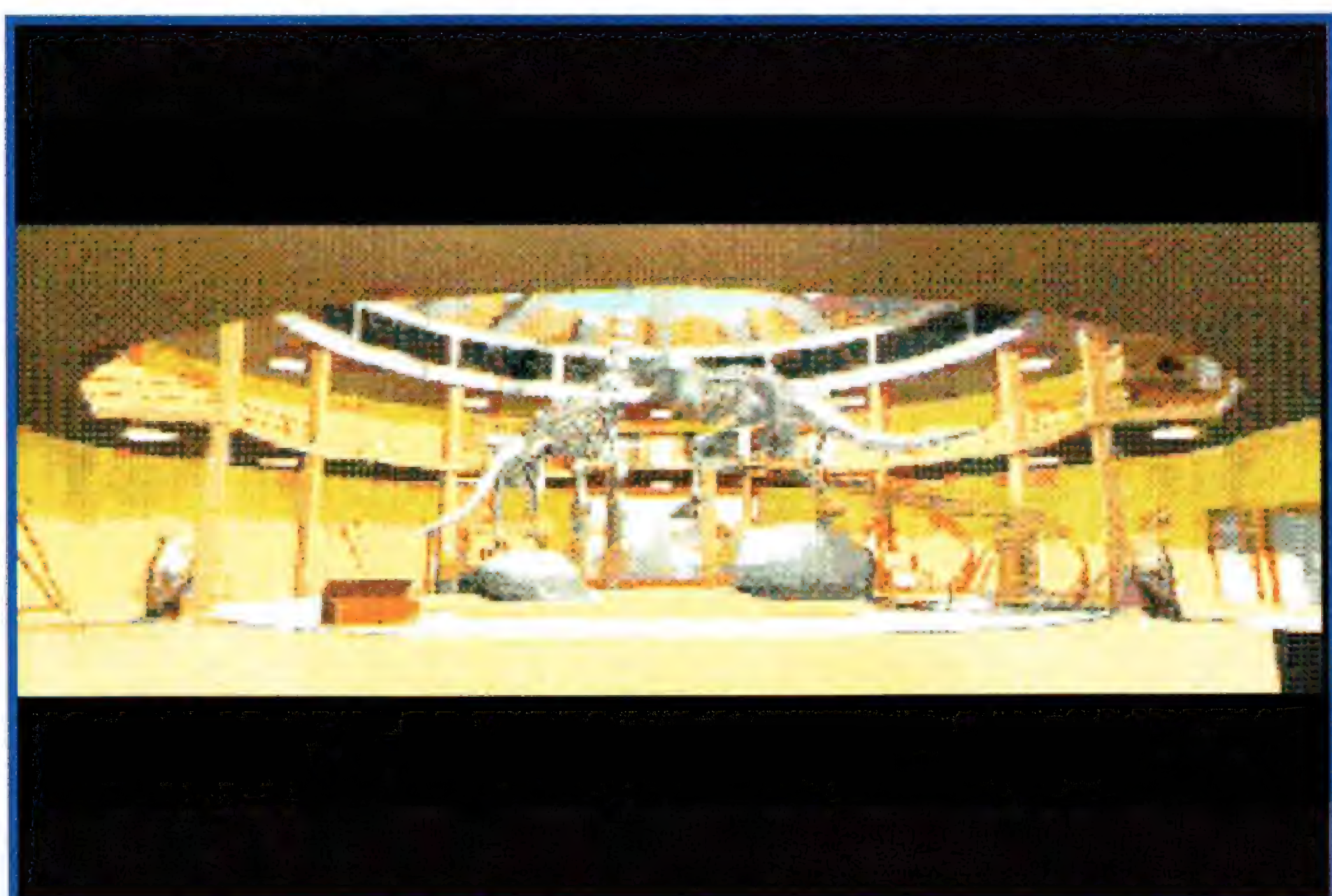
PARK



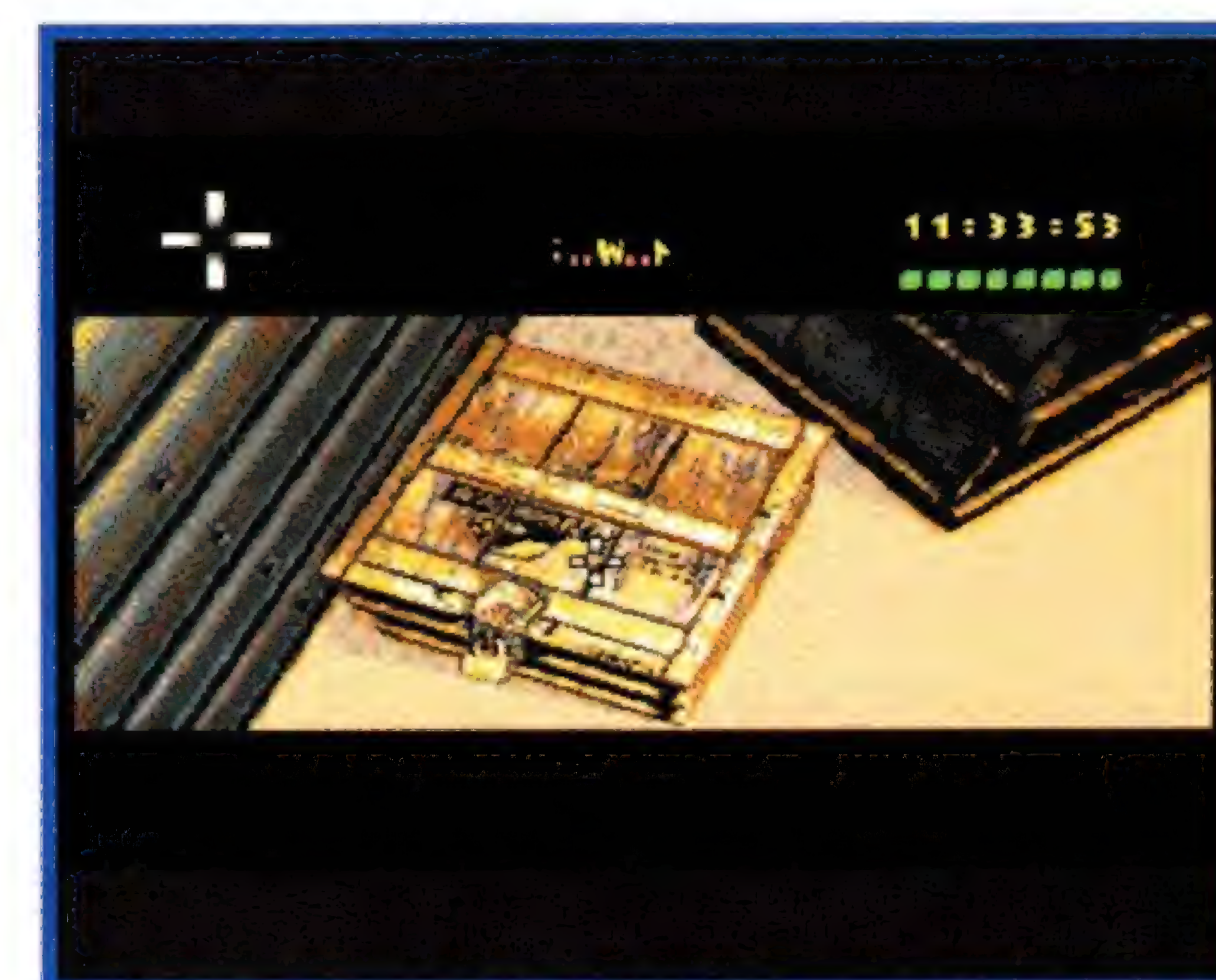
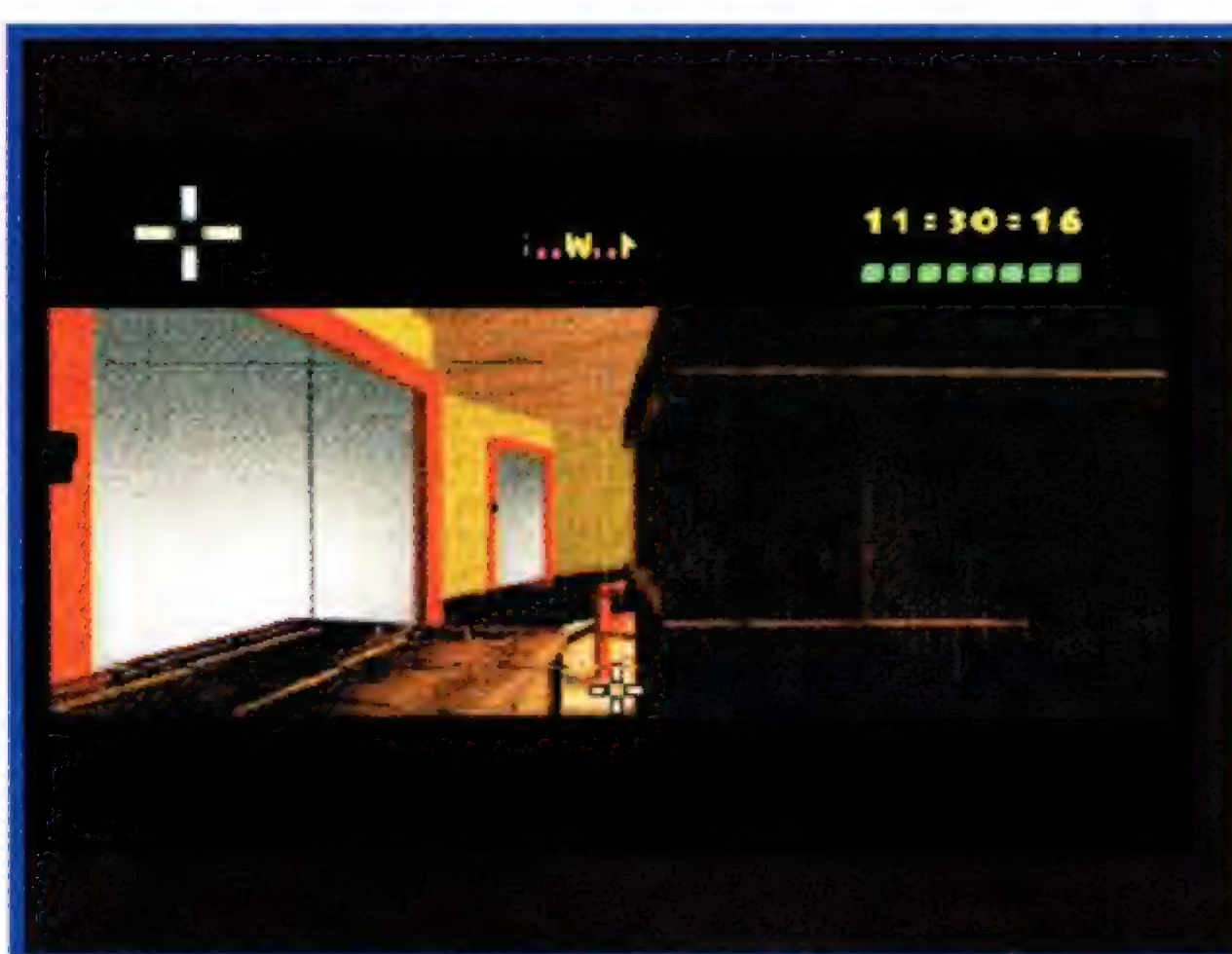
▲ The first dino-glimpse in the game involves the peaceful brontosaurus.



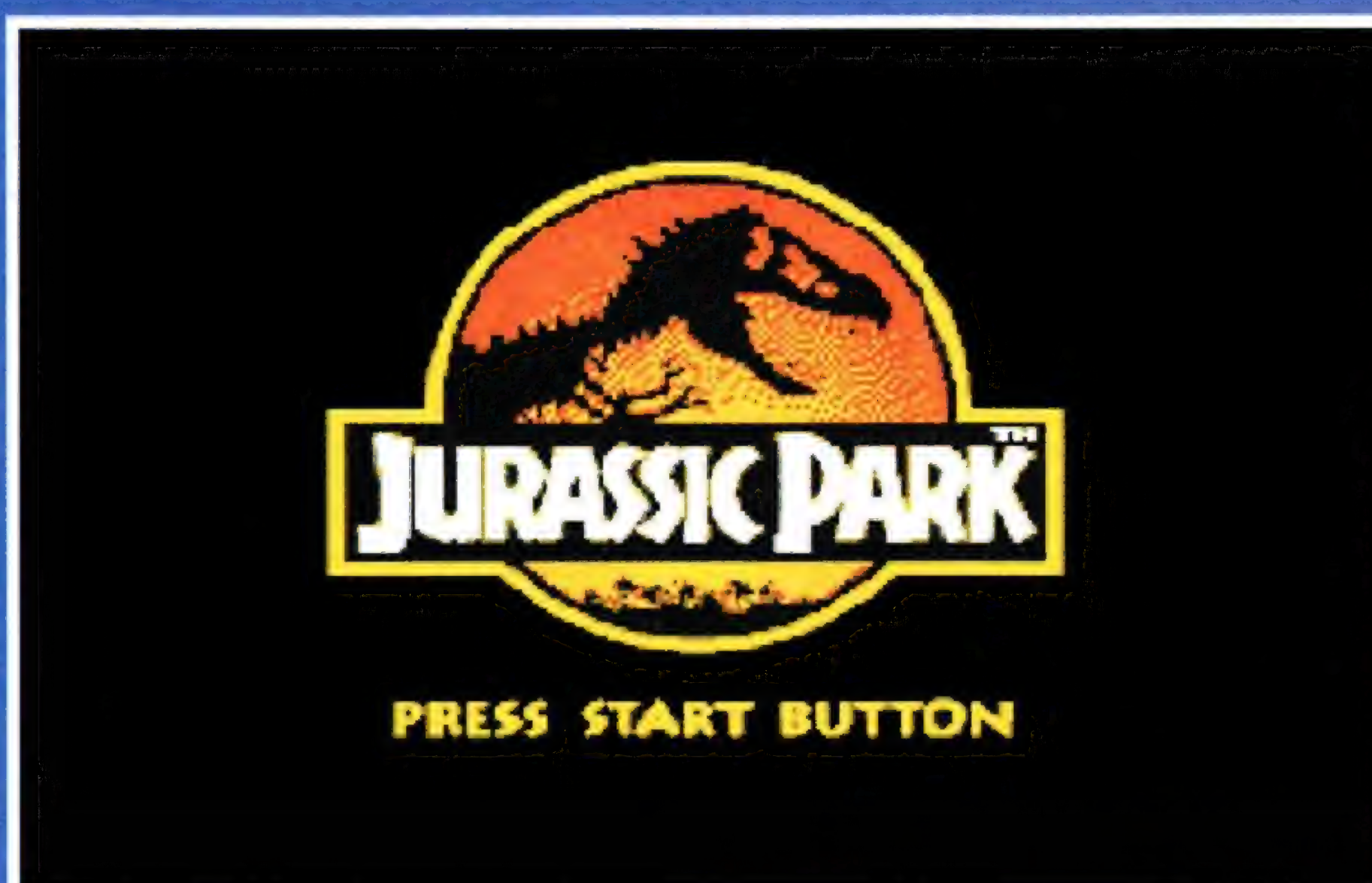
▲ A full 360 degree view is given - just move left or right to turn around!



▼ There is plenty to discover in the Visitor Centre of Jurassic Park and there are plenty of puzzles to solve - for example, the picture on the lower right depicts a case which you have to open in order to reveal a useful item.



This is the grim sight that awaits you when you start your mammoth adventure. Loot the wreckage for any useful supplies.



Of course, being an officially licensed Jurassic Park product, the branding has been put to "full" use - as seen in this fascinating glimpse of the title screen...



Even walking up the steps is something of an event because of the super-smooth graphics. The first floor has several locked doors for you to open. Just like in the movie, "swipe" cards are required in order to open the doors.

PREVIEW

WINNER'S
PREVIEW



CD

BY:
SEGA

RELEASE:
TBA

PRIZE FIGHTER

Sega are determined to prove that full-motion video has many uses over and above shooters like Sewer Shark and pseudo-interactive movies like Night Trap - hence the appearance of Prize Fighter.

Basically, Prize Fighter is a boxing simulation (no surprises there) - however it is extremely original in that the main action is portrayed by using the power of the Mega-CD's full-motion video capabilities. The boxers that come at you look and move totally realistically (which isn't so much of a shock, considering that they are real).

The action is viewed from a first-person perspective - those gloves at the bottom of the screen are your hands. Use these tools of destruction in order to batter your opponent on to the canvas.

If the full-motion video window in the actual game looks a little small, it is because the player also has some control over where he can go in the ring. Moving left or right scrolls the action around, enabling to dodge blows and suchlike.

There is something of a role-playing game aspect to Prize Fighter as well. Your performance in each match, dictates how many "power points" you are awarded should you be victorious. Use these points to beef up your stats, including punch-power and stamina.

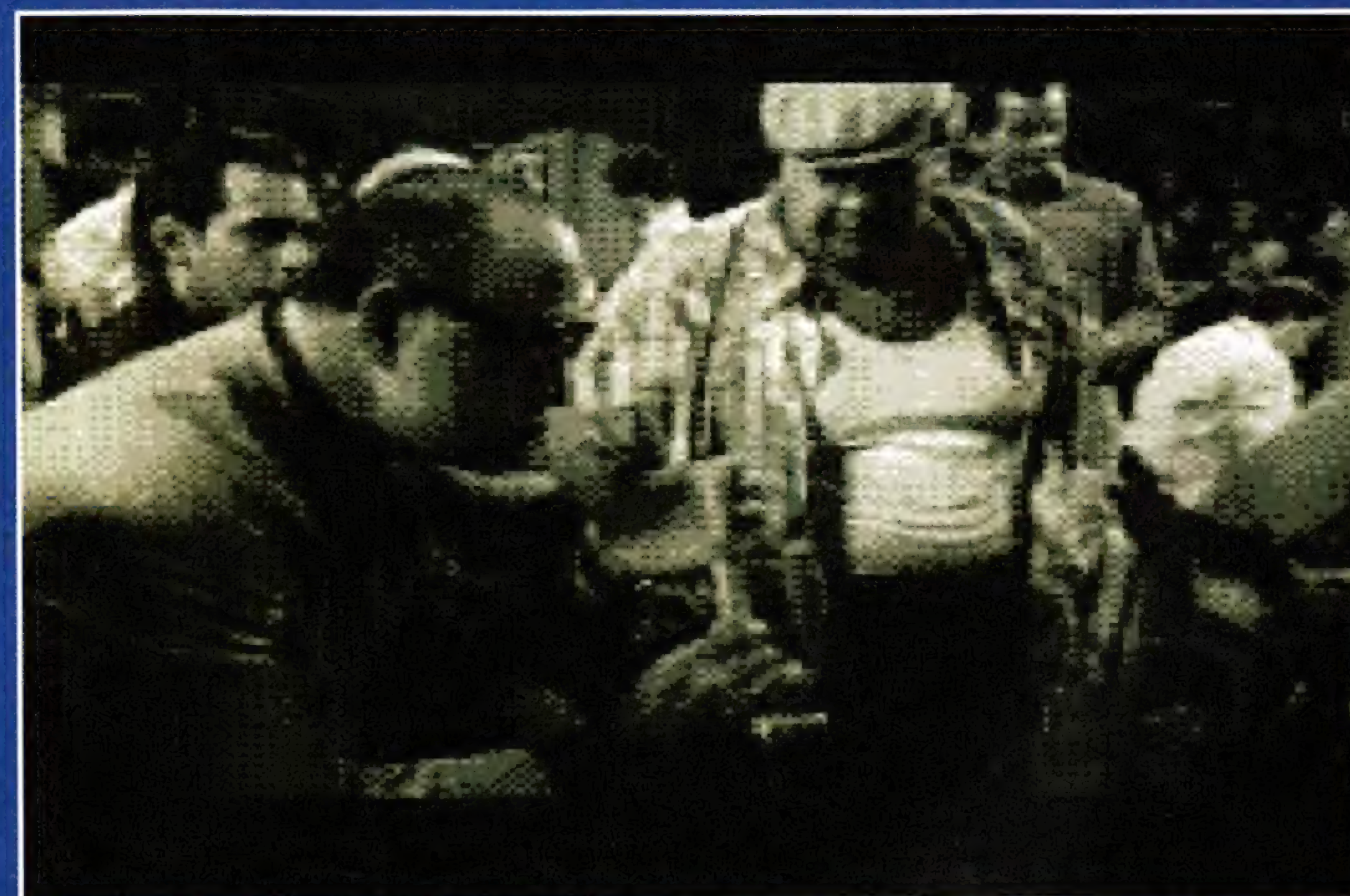
Of course, being a FMV title (programmed by the people behind Sewer Shark and Night Trap), there are plenty of video trimmings, showing you in the dressing room before a fight, walking out to the ring, getting yelled at by your manager, basking in the glow of victory - you get the idea.

This is a very large product indeed. Prize Fighter is packed onto not one, but TWO compact discs - that's over a gigabyte of data put aside for the boxing action.

Sounds exciting eh? Well, we'll be bringing you the full review in an upcoming edition of SEGA MAGAZINE.



▲ This sweet child offers encouragement inbetween bouts.



▲ Before each bout you get a look at the sleazy audience.

SEGA

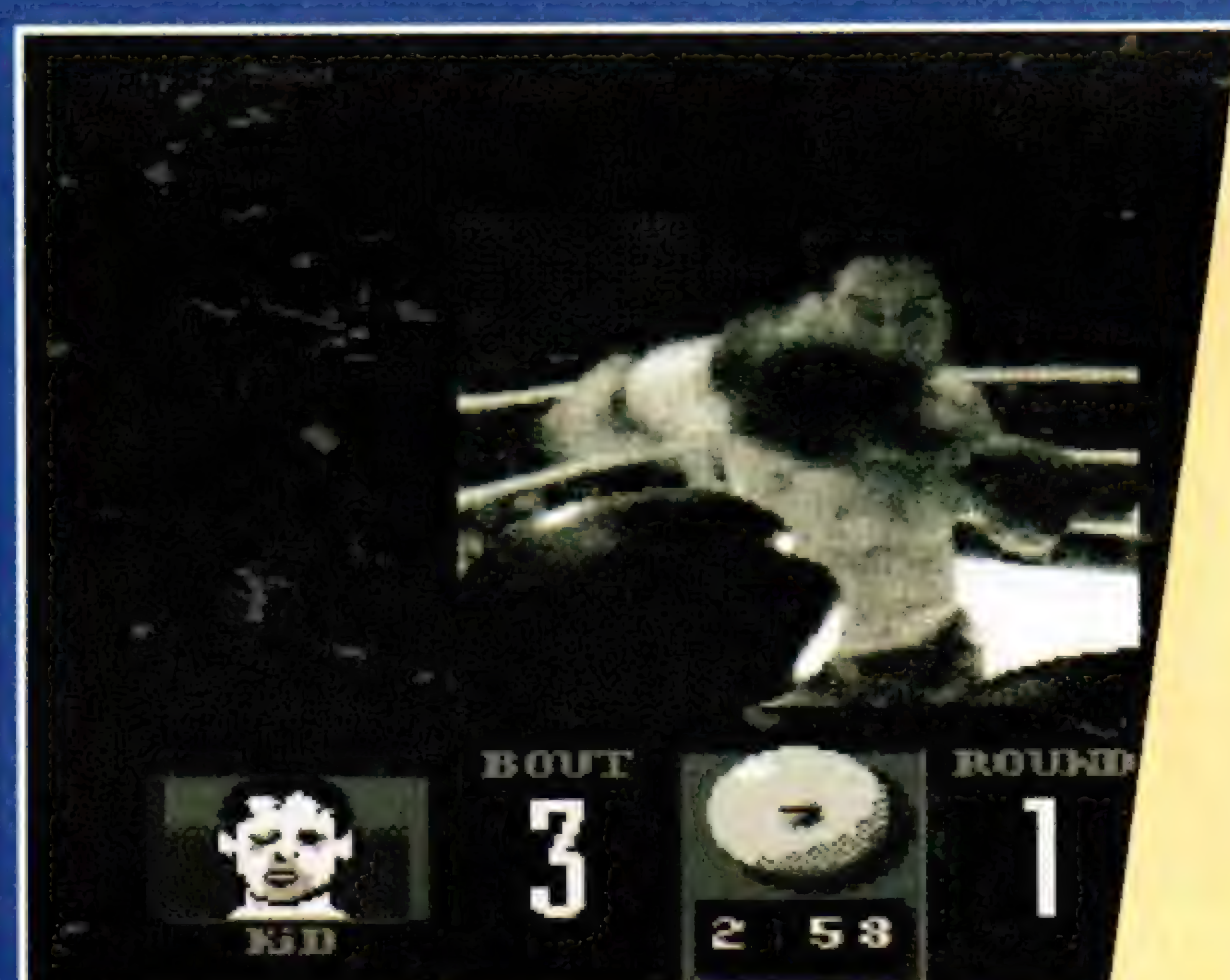
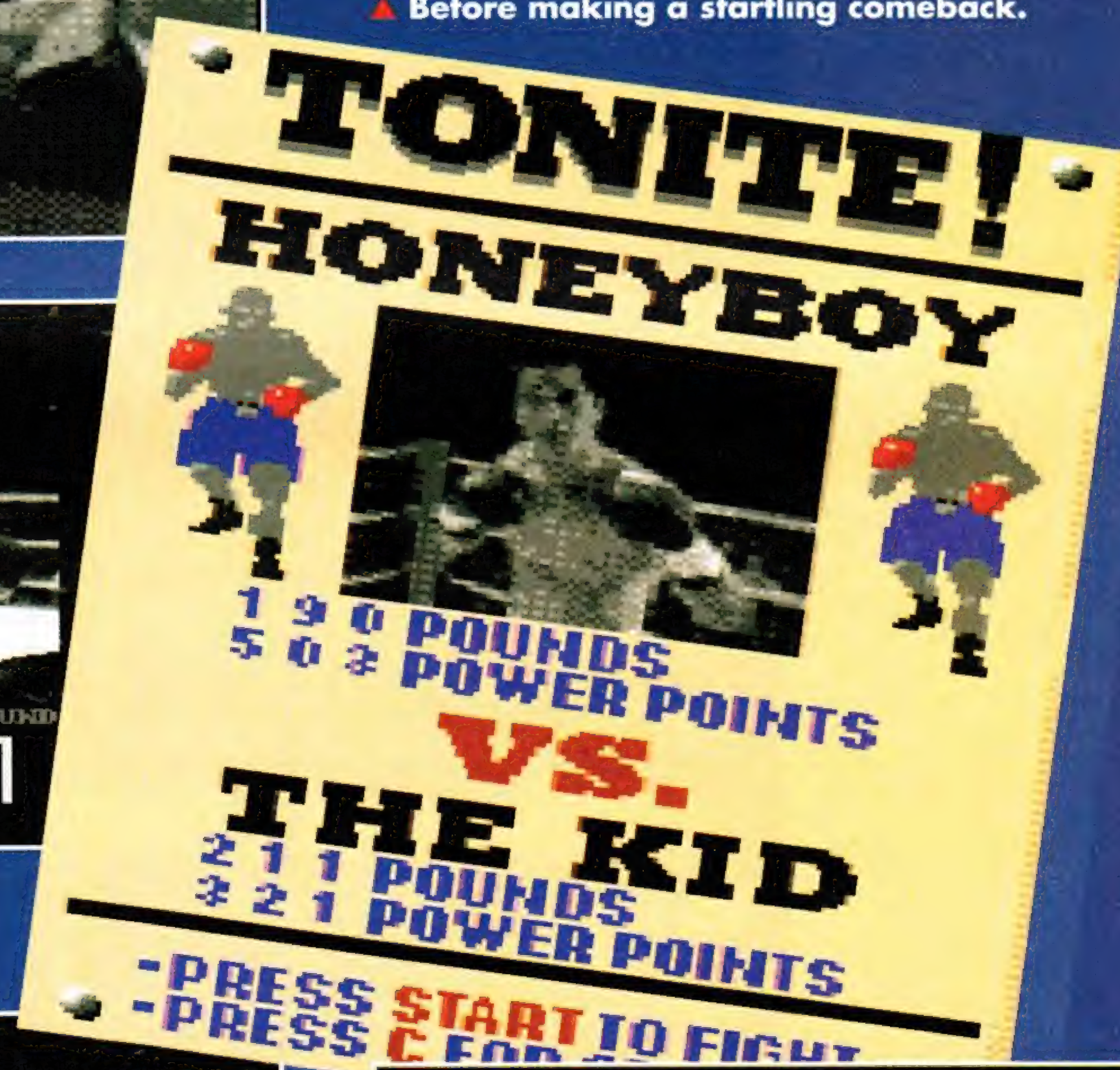
FIGHTER



▲ Mega Joe gets it in the mouth here.



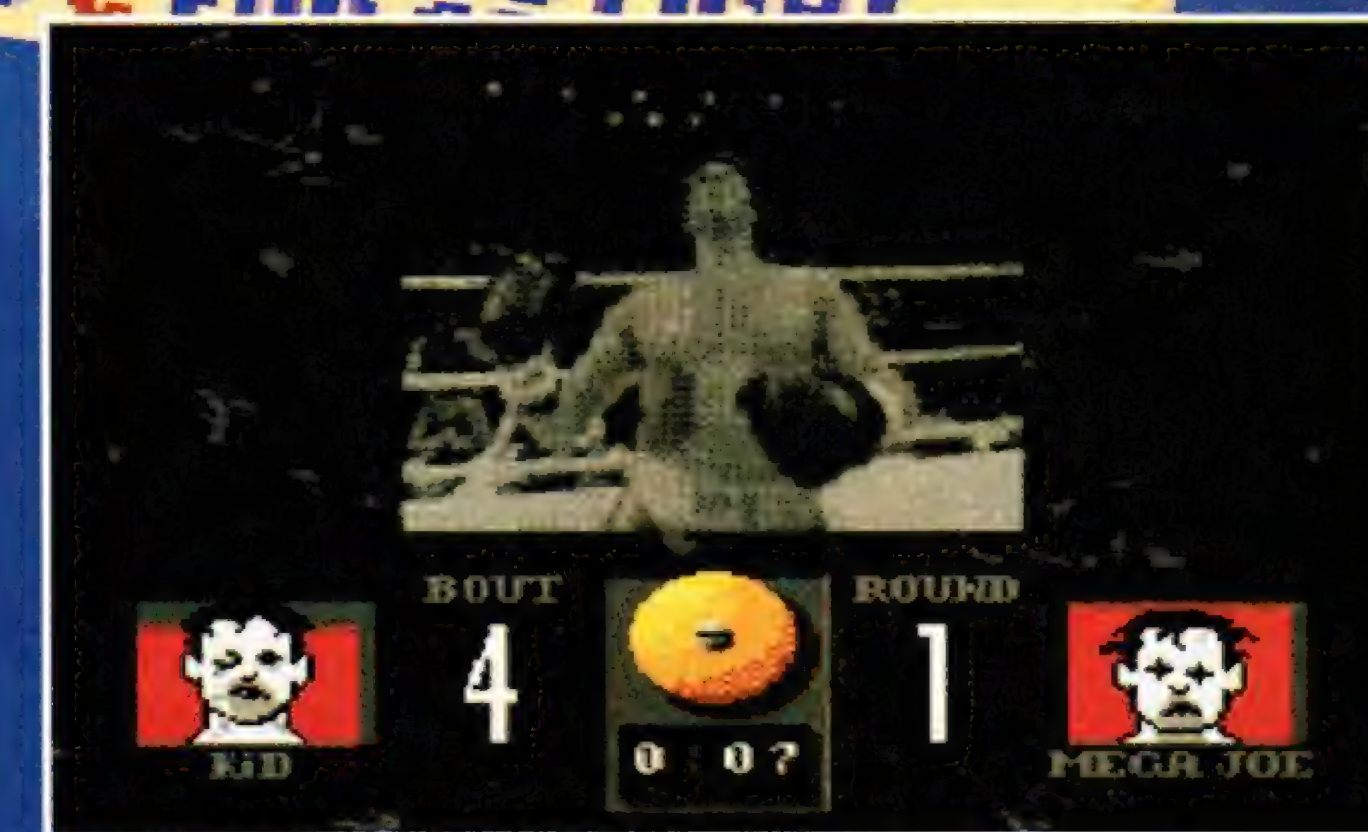
▲ Before making a startling comeback.



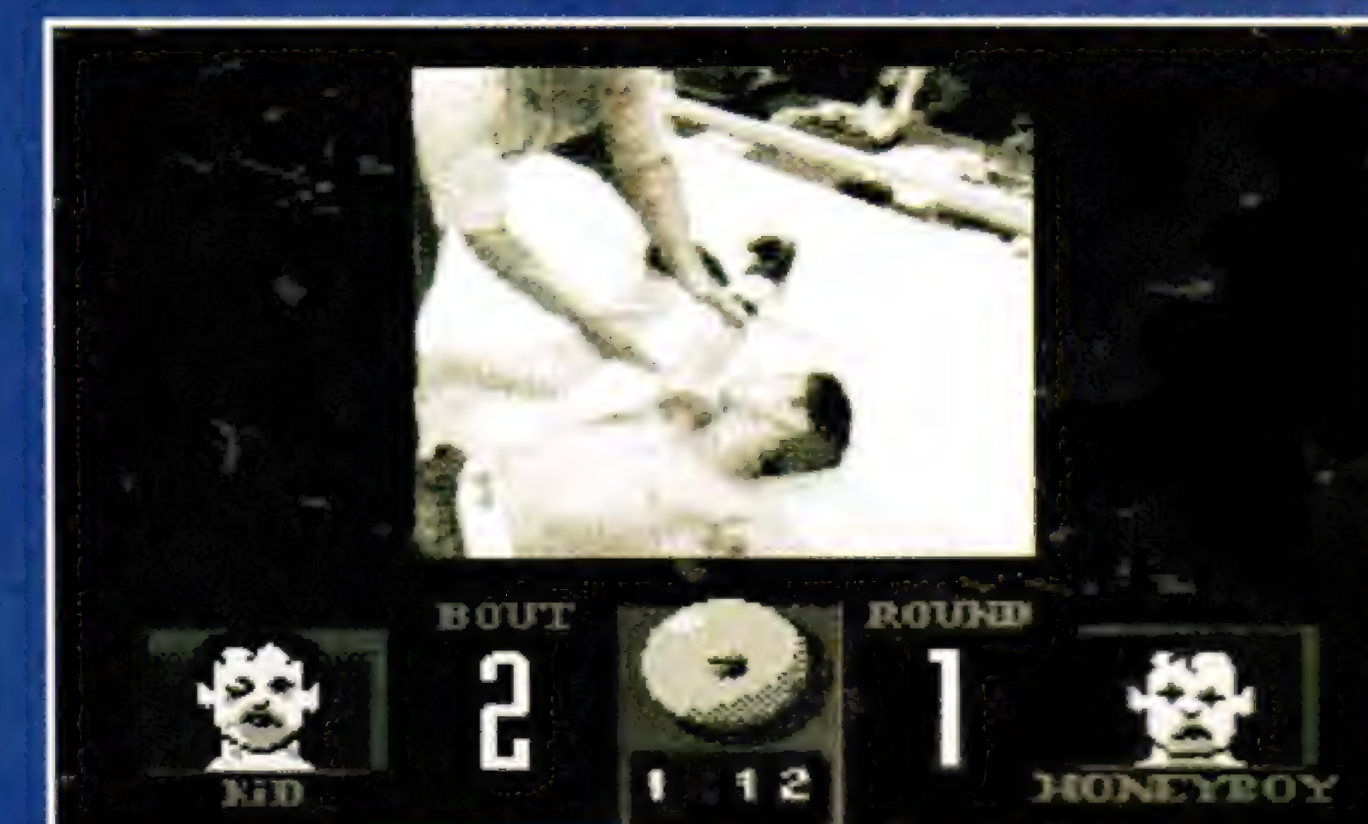
▲ Oh dear - looks like you're getting punched here.



▲ A typical punching scene.



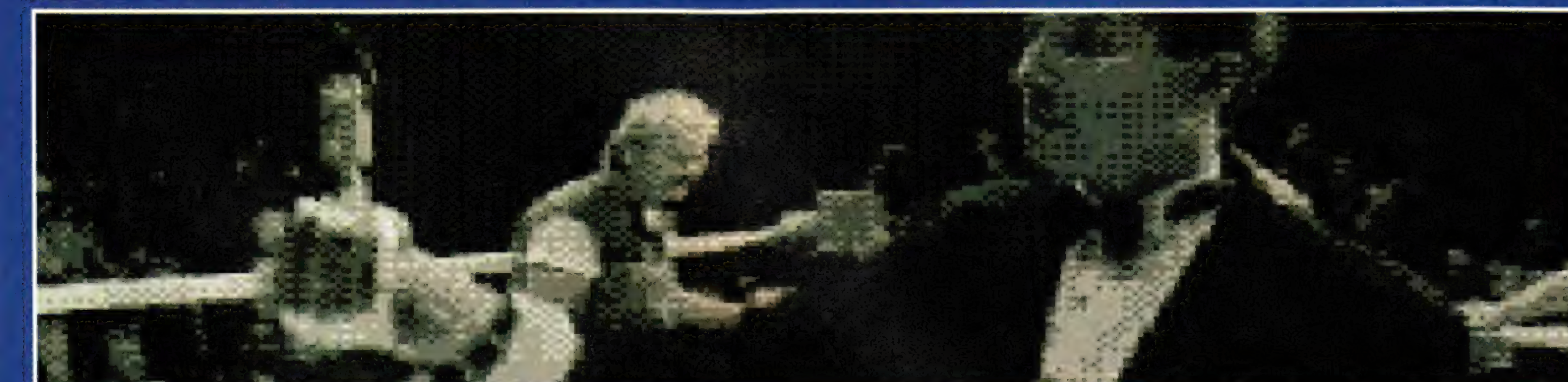
▲ Ooyah! That's it for old Joe.



▲ And Honeyboy too, evidently.



▲ Hurray, you have won and are congratulated.



▲ The announcer does his funky stuff in this shot.

PREVIEW

MAGAZINE
PREVIEW

4 MEG

BY:
US GOLDRELEASE:
TBA

ROAD RASH

One of the best-selling Megadrive cartridges ever made was Electronic Arts' ground-breaking Road Rash - a road racer that involved motorbikes, violence and engine-related red-lining activities. It remains a classic to this day.

Thus it comes as no surprise to learn that US Gold have acquired the rights to produce a Master System version of this top-class game. US Gold do have something of a reputation when it comes to producing quality 8-bit titles and Road Rash looks like continuing the tradition.

The Master System version looks like having everything that made the Megadrive version so enjoyable to play, and although some compromises have been made in the speed and graphical areas, the game is still looking very promising at the moment.

US Gold are also going to release a Game Gear version of this title, which should be almost identical to the game featured here. Look out for a multi-format review in a forthcoming edition of SEGA MAGAZINE.

SEGA



▲ The programmer has managed to retain the look and feel of the incredible 16-bit original.



▲ The best things about Road Rash are the spectacular crashes - although this one isn't too spectacular, actually.



▲ A full-on action shot from the Master System version of the game that is known as Road Rash. The conversion is looking excellent, with only the smallest compromises made in bringing the game to 8-bit.



▲ Busted by a horrible genetic mutation.



▲ The title screen in all its glory - it looks pretty smart really doesn't it?

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LETTERS

Welcome to the first letters of SEGA MAGAZINE!

Actually, that's not strictly true. S and E are the first letters of SEGA MAGAZINE, and this is really the first letters page of SEGA MAGAZINE. If you've got anything to say, be it interesting, hilarious, controversial or merely just mildly amusing, why don't you write to us? Go on, we'll be your best friends.

Our address is LETTERS PRAY, SEGA MAGAZINE, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU

I DON'T LIKE DIGITISER MUCH

Dear SEGA MAG,
As a regular reader of MEAN MACHINES, I thought if they recommend it, it's bound to be good. And it is. In case you're wondering, I'm on about SEGA MAGAZINE. Imagine my delight when I found that the same people who write MEAN MACHINES (completely brilliant) were also writing SEGA MAGAZINE (also completely brilliant). I was getting really sick of every mag coming out at the same time of the month so bringing SEGA MAGAZINE out two weeks after MMS is a great idea as it keeps me occupied all month.

Anyway, the point of this letter is that sad teletext channel called Digitiser. I find it very unfair that they were slagging off SEGA MAGAZINE before it was even released, saying that people shouldn't believe anything they read in so-called 'Official' magazines. Also I loved your Sonic 3 feature, so I was particularly offended by their comments on Sonic 3, saying that it is absolutely nothing new and no-one should fall for Sega's hype this time, like Sonic 2. I mean, Sonic 3 is only 40% complete for crying out loud! How can you pass judgment on a game that's not even half-made yet?!

It makes me think that Nintendo pay Digitiser's wages, and as for teaching you a thing or two, I'm sure they could. They could teach you all about pitiful, two-page text reviews with no screenshots. They could teach you all about crap, five-year old insults towards magazines that weren't even out when they insulted them, and most of all, they could teach you how to take bribes from Nintendo to under-rate Sega games.

I now bring forward a few Digitiser quotes from this past year: 'Sell your Megadrives', 'Burn those Sonic cartridges', 'Sonic has had his day...', 'The Super NES walks all over the Megadrive', etc, etc. No bull, these things were all actually said by the cackulas themselves. And they say they're a multi-format 'computer magazine', not biased towards anyone. Sounds like it, eh?

And as for you lot, keep up the good work. Count me as a regular reader from now on!

PAUL JOHNSON, SKEGNESS

SM: If Digitiser want to lower themselves to such petty behaviour as having a pop at a gestating magazine, they can go ahead. We wouldn't stoop to that sort of level to reply - it would be completely unfair. After all, if any of them knew their anatomies from their elbows they'd have a proper job instead of working on that ill-informed, outdated squandering of the cathode ray tube.

THE MAG IS GREAT ETC

Dear SEGA MAG,
When I read in a recent MEAN MACHINES mag that you were going to do a new mag I awaited it with eager anticipation of a feast of great reviews and sneak previews of Sega games. Sure enough, after reading the mag from cover to cover my hunger was well and truly satisfied. The mag is great, I particularly liked the showcases - very well written and nicely presented. The reviews as always were well done, precise and clearly laid-out, great screen shots and loads of them. The SPYSHOTS section was brill too - it looks like Mega-CD owners like myself are in for a treat in '94.

I must admit, you have taken the great MEAN MACHINES recipe and added a few more ingredients and made MM look pale in comparison. I will definitely be ordering my copy of SM every month. Very well done everyone. If you get any better I agree no-one will need another Sega mag, EVER.
NICK BROOK, BANBURY

SM: Oh please! You're humbling us! Thanks for your words of praise, Nick. We really mean it, from the bottom of our collective heart. No - don't say another word. Thank you. You're lovely.

SEGA DON'T MUCK ABOUT

DEAR SEGA MAGAZINE,
Welcome to the rat race! Are you good enough to survive the cut and thrust of the Sega magazine world? Of course you are! Your magazine is great, brilliant, up to date, well-written and a pile of horse manure (except the last one).

The best thing you have done is include Showcases, which give the magazine real depth, and provide the reader with value for money. I like a mag that gives you a lot to read and yours does. Will you be doing a Masterclass on a different game each month? The Sonic 3 book is excellent, a real scoop, as is Virtua Racing. When Sega give their backing, they don't muck about!

There's nary a downer in sight, except maybe the fact that there's a definite lack of competitions. Perhaps you could give a game or summat to the best letter each month (hint, hint).

As far as I'm concerned, all the other magazine editors can curl up in a corner each month and say, 'Wibble' till they become accountants. Your magazine is THE BEST.

ALAN HOLLOWAY, BRISTOL

SM:Lack of competitions you say? Well, just you wait, Buster. Just you wait. You'll have competitions alright. Just as soon as we can be bothered...er, that is to to say, just as soon as some good enough prizes head our way. You'll see competitions you could never dream of. Like next month's Win Ragnarok - The Twilight of the Gods prize draw.

QUITE INTERESTING

DEAR SEGA MAGAZINE,
When I first saw the advert for your mag I thought, oh no, not another mag. But then I saw it was THE OFFICIAL Sega mag, I thought, great, now I (and thousands, of others) can get to see all the new games (which other mags have only written about) like Virtua Racing and Sonic 3 to name just a couple. I thoroughly enjoyed your showcase part. Your news section is quite interesting. Your tips are excellent as well as your Sega spy shots. Also will you be giving away more gifts in the near future? Keep up your most excellent work and keep the same number of pages each month and I will definitely be happy.

DESMOND KELLY, BIRMINGHAM

SM:Enough! Enough already! Who are we to demand such praise? What have we done to deserve such adulation? Oh, I remember now. Yes, alright. Worship away.

THE BEST ONE OF THEM ALL

TO SEGA MAGAZINE
I always readed Sega XS I'm not going to buy it anymore because this is now the best console magazine. This is the best one of them all, it has previewed games people have never heard of. It has been great from seeing the first issue I hope the others will be as well.

ELIAS BOYD, WEMBLEY

SM:You know, Elias, that's what we hope too.

A RESPECTFUL, HONEST MAGAZINE

DEAR SEGA MAGAZINE
I saw the small passage on page six of issue 1 and decided to contribute to your wonderful mag. It's nice to see a respectful, honest magazine instead of some tripe by the name of **** and ****. The "Showcase" part is unique and utterly superb, it offers great info and helped me a great deal in choosing my next game. Congratulations on the Virtua Racing Preview, that's the first time that I've actually seen PROPER screenshots of it. Another thing I noticed is that you're the first magazine to actually REVIEW Eternal Champions - well done! Overall - you can say I'm a regular reader, and that Sonic 3 book is smart. Please print this, as it's the first time I've

ever written to a magazine, you can probably tell!
ANDREW SOUTHAM, RAINHAM, KENT

SM:Gosh, isn't it about time we had some evil poison dwarf write to us moaning about something? All we've got are normal, well-adjusted readers being all kind and congratulating us on our lovely magazine. Thank you Andrew, we're glad we saved you from buying a bad game and we're happy you like our tome. But couldn't you have had a bit of a rant about the Menacer or something?

MR TOTALLY DISGUSTED WRITES

DEAR LETTERS PAGE
I am writing to you about the Mega CD. I bought one of these machines when they came out and I was totally disgusted to find out it has 64 colours onscreen, this is pathetic! Why did they bring it out with this limited palette. The CDi (which I have now bought) and CD32 both have masses of colours onscreen and can display full screen full colour video CD there is no chance of the Mega CD doing this. Even with this Cinepak Sega's attempts look awful.

DAVID WOODROFFE, LUTTERWORTH

SM:Well, we all hope you're happy with your CDi David. Just think of all the fun you must be having with those great games. Why there's...that encyclopedia. Or, er, oh, you know, that game. I'm sure there's been one game released for the CDi. Alright, whilst palette-wise the Mega CD is beaten by the CDi and CD32, when it comes to software support (oddly enough, the most important consideration) the Mega CD is far and away the best CD console on the market. It might only have 64 colours, but it's also got a lot of great games. So stick that in your pipe and smoke it. Ner.

SONIC TIE DEBACLE

DEAR SEGA MAG,

I am writing to you concerning a matter of utmost importance. There is a games shop where I go which is known for selling hideous lurid 70s retro ties at the counter, obviously put there to tempt adults waiting in the queue with their kids in much the same way as sweets are placed by supermarket checkouts. The sight of balding fathers in cardigans jumping up and down and whining "please Johnny, please can I?" to their embarrassed offspring is commonplace there. This, however, is old news. The real terror was when I walked past our local branch of Tie Rack at the railway station the other day. To my disgust there they were, advertised in the window - Sonic ties! Is this some fiendish revenge plot on the shop I mentioned before, to steal necktie business away from independent shopholders? Or is the whole video games scene simply a front for a nefarious cravat racket? And who wants to wear a Sonic tie to work? Enquiring minds want to know.

DOMINIC HARRISON, ISLINGTON, LONDON

SM: Yes readers, in order to satisfy our curiosity, there's a ten pound prize for anyone sending in a photo of someone with a Sonic tie around their neck.

A BIT WORRIED

DEAR SEGA MAG,

I was reading your magazine and I think it's ace, but I'm a bit worried about a couple of things. First, because you're official, does it mean you have to write what Sega tell you, or are you allowed to review games how you want? And does it mean you can only cover official Sega stuff and not any other games? I think your mag's great but I would appreciate an answer to this as I'd like to know.

PAUL GRIEVES, SOLIHULL, W MIDLANDS

SM: Hell, Paul, we're glad you asked us. Glad that you didn't leave those nagging doubts to fester inside of you and turn malignant. As our integrity stands, yes, we're allowed to say what we like. There wouldn't be much point in the mag otherwise. People wouldn't be able to trust the reviews so no-one would buy it and the whole thing would just have been a big waste of time. Any way, all the staff on SEGA MAGAZINE have been working in this field for far too long to be swayed by anything other than their own honest opinion. In fact, I'll prove it. Altered Beast is a load of rubbish. Did you hear me? Rubbish, I said. See, I didn't not get hit by no lightning or nuffink, guv'nor. (KRAKA-BOOM AIEEEE).

SEGA MAG COVER SHOCKER

DEAR SEGA MAG,

I really liked your first issue of your mag and thought everything about it was great - especially the cover. Could we have a full-size poster of that ace picture of Shadow Yamato? It was really dreamy and I'd like to be able to put it up on my wall. Thanks.

DUNCAN NICHOLS, TYNE & WEAR

SM: Unlucky! You'll get no such satisfaction out of us. Try going for a cold shower or a brisk run around the playing fields instead.

SEGA COMES TO TV

DEAR SM,

First of all, I'd just like to say congratulations on a brilliant first issue. It's packed with really cool stuff - I can't wait for the Sonic 3 review now. Keep up the good work!

Now onto the second point - I've been reading lots about this Sega TV satellite channel recently and wondered what it's going to be like and when it's going to be launched. Are you going to be

able to play your games or play game with other people over the 'phone? How will it all work? Do you need a satellite dish? Please answer this letter as no-one else really seems to know anything about it.

JILL MASON, CLEVELAND

SM: Well, the Sega Channel, as it'll be called, isn't launched until early next year, and even then that's only in three test sites in America to see how it works. Don't expect a full European launch this side of 1995. The channel works by broadcasting to a modem plugged into the Megadrive, and downloads demos of games. At the moment, it looks as though these demos will remain solely for the watching of. However, the modem itself (which probably won't be released over here - shame) will allow you to play games with people in another town, or indeed country, should you possess the requisite fundage for such telecommunicational extravagance. It's a good start, though, eh?

PEDANTIC PERSON PUTS PEN TO PAPER

DEAR LETTUCE PAGE

I would like to complain about the name Lettuce Page I think it's crap and common and I think you should call it Cabbage Crap Page, because it is unusual and much less boring. So if you could call it Cabbage Crap Page I would be very happy.

I am very pleased with this magazine and it is the best magazine I've ever read except for the name Lettuce Page. You most probably think I'm writing in just for the sake of it but I'm not.

I thought I might draw a picture of myself so you could see how handsome I look.

Yours sincerely,

LANCE ETHERINGTON, ALDERSHOT, HANTS

SM: Oh ho ho. My, such rapier wit. Cabbage Crap page. Oh, pass the cotton for my sides have surely split. The thing is Lance, that Lettuce Page was just a one-off joke. Not a particularly funny one, mayhaps, but certainly more amusing than your, admittedly "unusual" idea. Thank you for your pictures, both the one of you and the one of your dog. We haven't printed them because they were hopeless. Unless, of course, you really have got a face like a badly beaten potato and your dog does have an accordion for a snout.

OH DEAR

DEAR SEGA MAG,

My name is Stuart Beck and I would like to know is there a level select for Revenge of Shinobi for the Megadrive and if so what is it? Please.

STUART BECK, GRANTHAM, Lincs

SM: No there isn't. But hey! Keep those letters coming, Stu.

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SEGA

MAGAZINE

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Q&A

You know, SEGA MAGAZINE is the best informed organ of the whole universe (except any of the better informed ones which don't involve Sega). But we just haven't got the space to put everything we know about games into the magazine. That's just how brilliant we are. So should your gaming knowledge have a glaring gap, or should a puzzling lack of news on a piece of software or hardware be getting you down, this is the place for you. It's the place where we like to show off just how wonderful we are and how full are our brains by answering all your problems. Well, the games-related ones anyway. So if you've got a problem, and no-one else can help, and you can find them, maybe you could write to the... Q&A-TEAM, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

PROBING QUESTIONS

TO SEGA MAGAZINE,
I have a few questions for you to answer if that is possible.

- 1 What advantages does being an official magazine offer to us, as the reader?
 - 2 What game(s) would you recommend to buy or save up for over the Christmas period?
 - 3 Is there any chance at all of a conversion of Elite 2 to the Megadrive?
 - 4 When will Streets of Rage 3 be released?
 - 5 Do you think Star Trek will be released for the Megadrive, and if so, when?
- Ben Avery, Redditch

SM: Hey Ben, nothing is impossible in the wonderful world of SEGA MAGAZINE. Except getting Rich to make a cup of coffee. Anyway, being an official Sega magazine offers nothing to you the reader, because you're not the official Sega magazine - we are. Oh ho ho. No really, what it means is that we'll get the exclusive news on products no one else has even an inkling about. Stuff that no other mags have even heard of, yet will make a big fuss over about three billion years after we've covered them. Because we can pick and choose what software we put in the mag it means you'll only get the most exciting stuff, with no mediocre "filler" games. Plus we have access to resources you just would not believe, check out the Sonic Team interview this month (deadlines permitting) and a string of other secret features in the pipeline. As for question 2, Eternal Champions, Virtua Racing and Sonic 3 are the ones to save up for. Try buying the reasonably priced Micro Machines if you can't wait, though. Your dreams of space exploration are to no avail though, Ben, as neither Elite 2 or Star Trek are currently in the Sega pipeline - although Megadrive and Mega-CD versions of Star Trek: The Next Generation are. Console yourself with the fact that we'll have a full review of Streets of Rage 3 sooner than you could believe. If the game's ready, we should have it in issue four.

"SEGA-TYPE" QUESTIONS

DEAR BRILLIANT SEGA MAGAZINE,
Having just finished reading your excellent mag for the eighth - yes eighth! - time I've come to the con-

clusion that SEGA MAGAZINE is a truly spectacular magazine! Easily the best Sega mag on the market even pictures of Sonic 3 hurrah! But anyway I have some Sega-type questions to ask you (oh your mag is great...it really is!)

- 1 What other titles are planned for the DSP (or SVP) chip?
- 2 What size cartridge is Sonic 3 going to be?
- 3 What's happening to the Virtual Reality headset and when is it coming out?
- 4 How about a poster of that absolutely stunning picture of Shadow Yamoto on the cover of your brilliant mag?
- 5 I've got Street Fighter 2 - should I bother with Eternal Champions because it's tempting me (but I've got no money so it'd be the last game I'd have for a while!)?

Thank you for not constantly using the word "sad" and thank you for a great mag (hurry up and get a subscription page!).

DANIEL RANGER, LUTON, BEDS

SM: Daniel, just for you, we've got a subs page in this very issue. Are we good to you or what?

Anyway, to answer your queries -

- 1 None have actually been announced as yet, although the idea is to branch the Sega Virtual Processor titles out into other genres, like shoot 'em ups and what-not.
- 2 The version of Sonic 3 reviewed this issue is 16-meg.
- 3 Sega are still working on that at the moment, although a prototype is currently doing the rounds. Expect a UK release sometime in '94.
- 4 Oh not you as well.
- 5 Not if it's the last game you'll get for ages. Get some variety into your collection. Buy Mean Bean Machine or Toe Jam and Earl 2 or FIFA Soccer or Gunstar Heroes.

A FEMALE INQUISITOR

DEAR SEGA MAGAZINE,
Before I ask the question I'd just like to congratulate you on producing the best Sega magazine ever. It really is perfect.

- 1 Will the following games be coming out on the Megadrive or Mega-CD: Sim City, Kwik Snax, Sim Earth and Slightly Magic?
- 2 Any news on the VR System or Saturn?

3 have you got any cheats for Sonic CD?
BECKY HARRISON, BILTON GRANGE, HULL

SM: Gosh, compliments off a girl, hee hee (blush). Ahem, yes, well, anyway, Sim City you say? I'm afraid that will never see the light of day on a Sega machine, and neither will any of the other games you mentioned. Sorry. As for the Saturn, its launch is drawing closer. Some rumours are predicting a late '94 Japanese release with a European 1995 delivery - Sega are remaining tight-lipped on this subject. And Sonic CD cheats? Ha! We've got loads of 'em. Sonic CD cheats coming out of our ears, that's us. And they should be in the Tips section. If not, well here's a taster. Press UP, DOWN, DOWN, LEFT, RIGHT and B for a level select.

MR TO-THE-POINT WRITES

1 Is Street Fighter 2 coming out on the Master System? If so, when?
2 What is the best platform on the Master System?
3 Is Mortal Kombat worth buying on the Master System?
4 Is Sonic 3 coming out on the Master System? If so, when?
5 What is the best car racing game on the Master System?
SOMEONE WHO DIDN'T PUT THEIR NAME AND ADDRESS

SM: Well, to reply in as succinct a style as you favoured -

1 No. 2 The third one along in Sonic Chaos.
3 Yes. 4 No. 5 Micro Machines when it comes out.

A POLITE SERIES OF QUESTIONS

DEAR JAZ, RAD AND RICH,
Well I have just read my copy of SEGA MAGAZINE and I think it is brilliant, as I own both a Master System and a Megadrive your magazine is brilliant value. The style your magazine is written in is superb, nice and clear. Now I have a few questions I would like to ask.

1 If Mortal Kombat is already converted to the Master System then why can't Street Fighter 2?
2 I have seen a Street Fighter 2 Black Belt Edition arcade machine, is this machine an official Capcom product?
3 Will there ever be an Ecco the Dolphin 2 game?
4 When is Road Rash 3 going to be released as EA seem to be bringing out superior versions of their old games every few months.
5 I saw Mortal Kombat 2 on Gamesmaster, will it be released on the Megadrive and Master System?
PS Could you print a solution to New Zealand Story on the Master System 2?
MARK T, LOUGHBOROUGH, LEICS

SM: Thank you for your divine comments, oh Mark. We would thus be delighted to answer your questions. 1 Because I said so. 2 Oh no indeedly, this is one of many pirate versions of the game doing the rounds. Often these

games are pretty much unplayable because some special moves are made impossible to block/dodge/survive one hit of. 3 Perhaps... 4 Don't get your hopes up - Road Rash III is coming out for the 3DO system. If you want something by the same team on similar lines, examine the Skitchin' preview this issue! 5 You bet your bottom dollar, although not until late Spring at the earliest. PS Surely thou jesteth.

DIVERSE SERIES OF QUESTIONS

DEAR SEGA MAGAZINE:

I have just read your first issue and I think it's brilliant. The tips section helped me a lot. Now there are a few questions I would like to ask.

1 Please could you send me a review of Aladdin for the Megadrive, because I missed the issue of my former magazine it was in.
2 When will you be reviewing Sonic 3 and will it be for all formats or just the Megadrive? Will Sonic Chaos make it to the Megadrive?
3 What do you think of these games: World of Illusion, Gynoug, Shinobi 3, X-Men, Fatal Fury, Cool Spot, Ranger X and Sonic Spinball.

I think your mag is brill, keep it up.
PAUL JENNINGS, BANGOR, N IRELAND

SM: Sorry old chum, but we can't replay personally to letters - otherwise we'd get no work done. However, you can find a potted review of Aladdin in our Cartoon Showcase this month. Your second question should have been answered by this month's cover, and we're sorry to tell you that there are no plans to convert any of the recent Sonic games to any other formats, at least for now. Question 3 - Good, ace, pretty good, alright, not too bad, smart and also smart in that order.

OH DEAR

DEAR SEGA MAGAZINE,

I have a few questions to ask you.

1 Is there going to be a Master System convertor (Megadrive - Master System)?
2 And if so, when and at what price?
3 How come every magazine on this planet is a load of cack except for yours?
4 Are you going to give away a tip and cheat book in your March edition?
5 And can I and a mate come to see you in your publishing office?
DEREK BROWN JNR, HULLBRIDGE, ESSEX

SM: There is one way to convert a Master System to a Megadrive, and it's available already. Simply go into your nearest electrical retailer and buy a new Megadrive, plus an inexpensive Power Base Convertor. Bingo! Now the ability to play both Master System and Megadrive games is yours - without even using your Master System! Coming round to your third probing enquiry - because we're ace. Scooting on to number 4 - doubt it, and finally only if you bribe us enough.

VIRTUA-L SONIC

DEAR SEGA MAGAZINE,
Well done! SEGA MAGAZINE is the best mag ever created and I will be buying every issue you make.

Anyway, could you please print this letter and answer my questions. You're the best.

1 I read your Sonic 3 book and I was amazed, the screenshots look fab. how fast does the game move compared to Sonic 2? Is it even faster?

2 In Sonic 2 I counted an amazing ten layers of parallax on some levels. Does Sonic 3 exceed this? How many colours are on-screen and are the levels bigger than Sonic 2?

3 I also noticed that you did a feature on Virtua racing. Now I know the Megadrive version uses a DSP chip, but how come the graphics look so good? If the Megadrive can only display 64 colours on-screen with poor polygon abilities and the arcade has 16 million colours and 180,000 polygons per second at thirty frames per second, how does it look virtually identical?

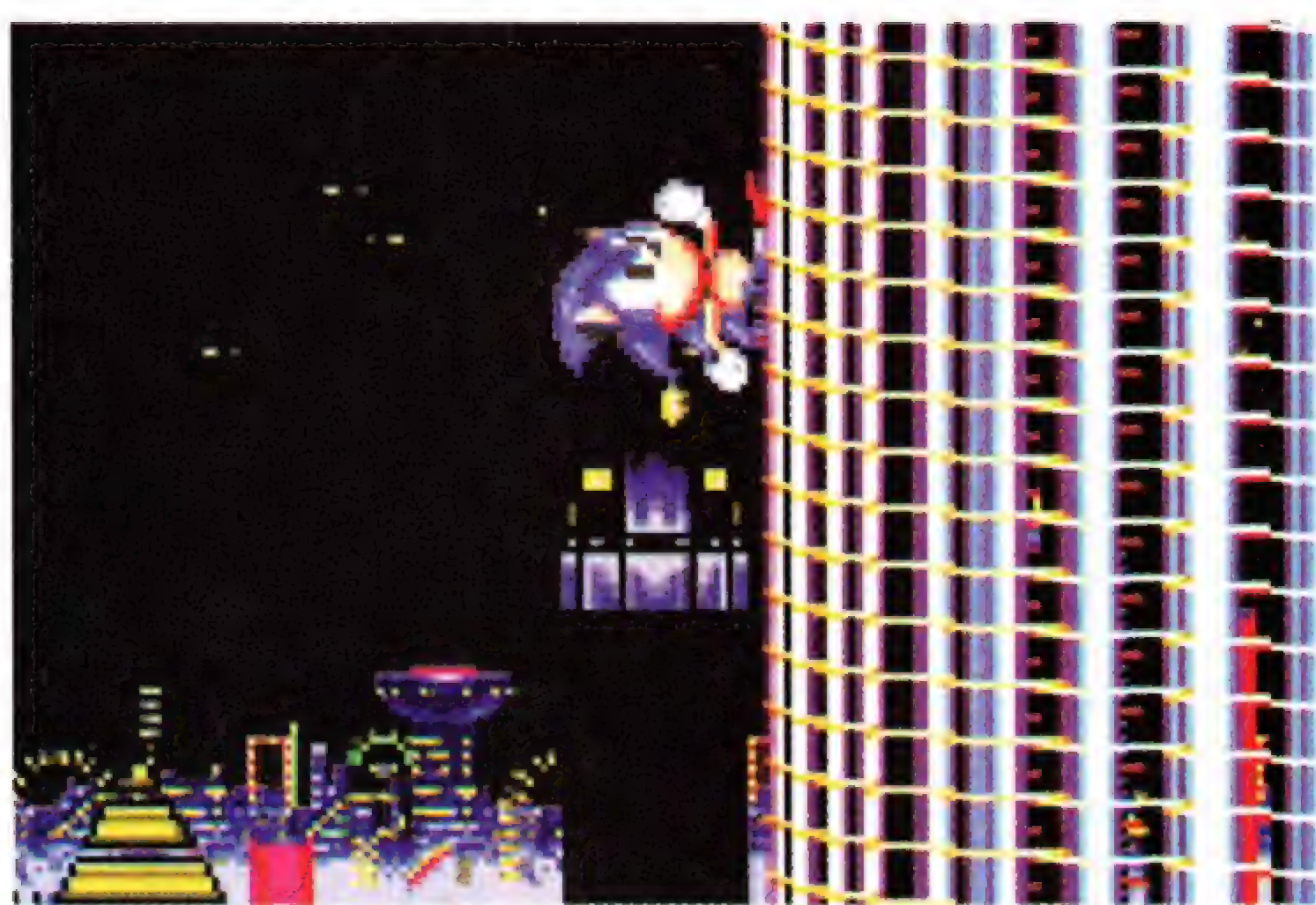
4 Does Sonic 3 pack a bigger challenge than Sonic 2? I hope so.

5 My birthday is coming up in a few months time and I want to have a game. I have narrowed it down to Virtua Racing and Sonic 3. I am only allowed one of these so I will ask for your expert opinion. Which one would you have and why on the basis of graphics, sound and gameplay, and which would last you the longest?

6 What do you think of Gunstar Heroes and how does the Megadrive do the scaling on the 'plane level?

Mark Smith, Birmingham

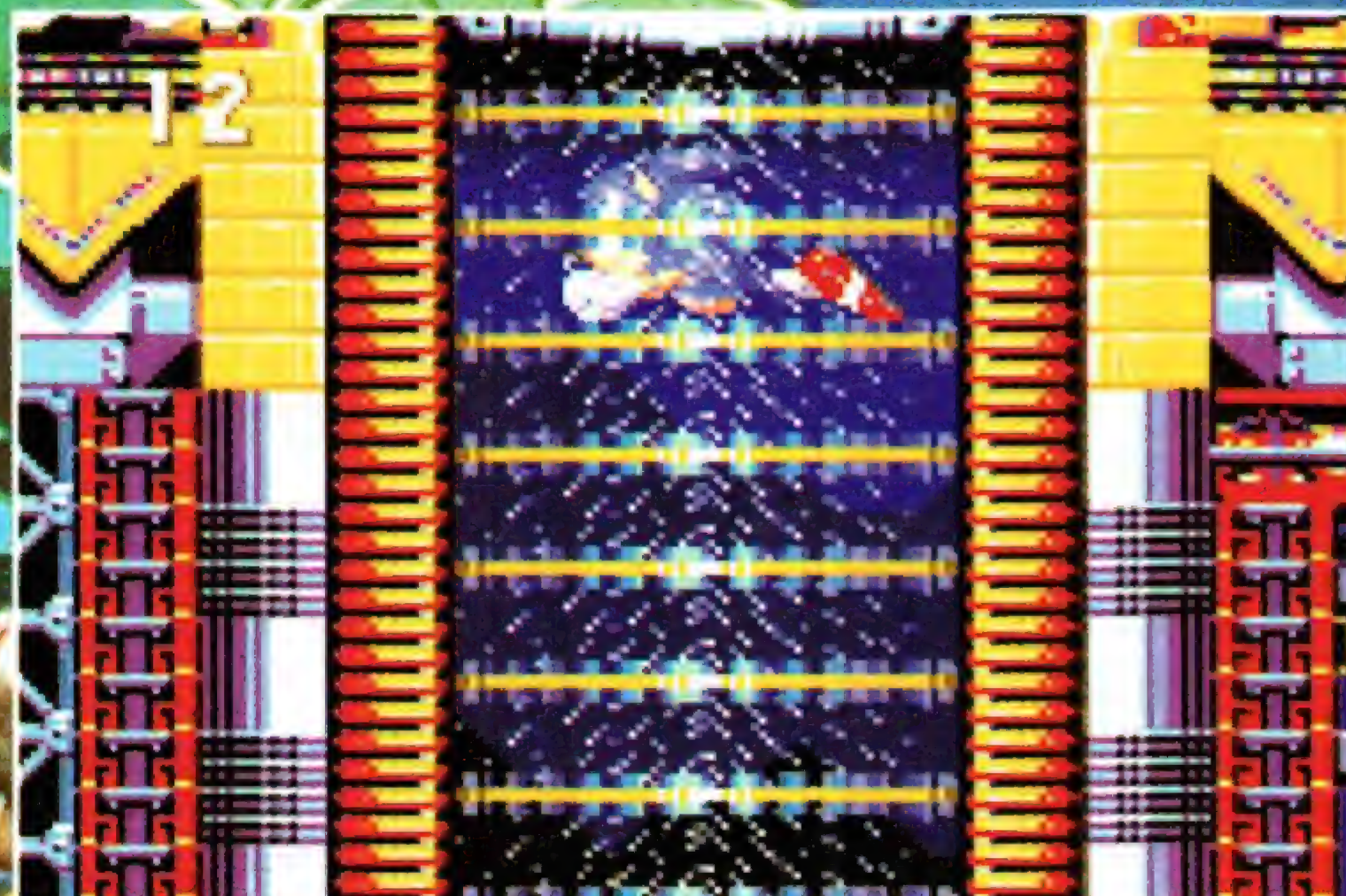
SM: Right, there's quite a lot of stuff to get through here, so we'll keep the answers as short as possible. 1 Yes, it's even faster. And the graphics are even better when they're moving. 2 Amazing ten layers, scmamazing ten layers. Even more colours? Shmeven more colours. Bigger levels than Sonic 2? Schmigger levels than Sonic 2. I think you get the idea. 3 For starters, a lot of the delicate shading and detail of the arcade original is lost, and for finishers, the SVP chip is especially designed to vastly improve the Megadrive's polygon handling abilities to a quite unprecedented level. Also, because the game moves so fast, it's very difficult to tell where the game loses frames or polygons from the arcade. 4 Yes indeed, oh yes. 5 Hmm, that's a pretty tough one. There's no doubting Sonic 3 is the best platform game ever on the Megadrive, if not anywhere. However, the basic game is still quite easy to complete unless you go for all the Chaos Emeralds. By virtue of its two-player challenge, Virtua Racing might just get it, but it's a very close run thing. 6 Gunstar Heroes is absolutely ace, and it has all those fancy tricks and effects in it simply because the programmers, Treasure, are very clever indeed and know loads of programming routines most people don't even believe in - just like the tooth fairy.



▲ Don't stop running when you're ascending one of these towers, as once Sonic halts he starts to slip back down helplessly.



▲ As per usual, smash the end-of-level prison machine to free the pretty animals.



▲ This fast-moving pipe chase sees Sonic whirling his way along for miles.



▲ Aieeee! Watch out for those deadly spikes, oh spiny chum of ours.



SONIC 3

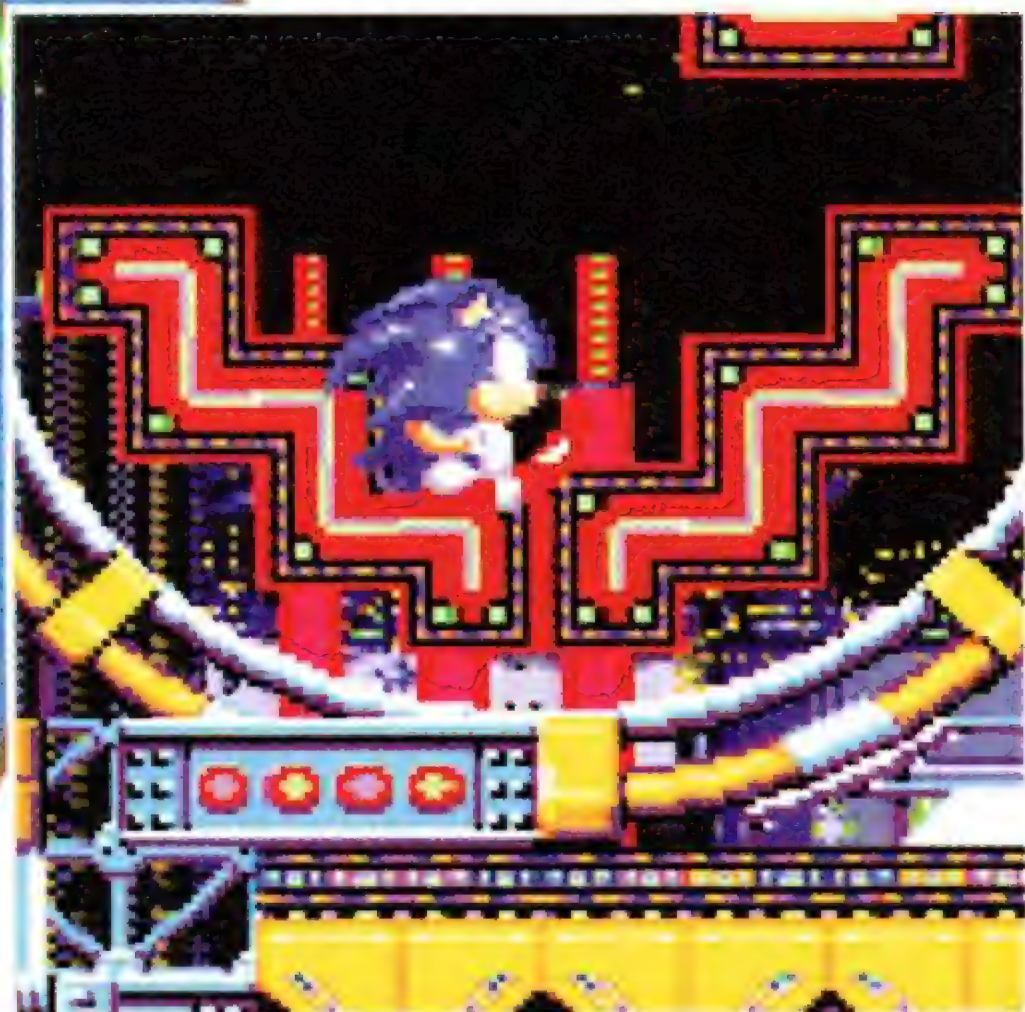
It's THE hottest game of the moment and we've played it to death. It's Sonic 3, of course, and here with the exclusive low-down is that strange man known as Rad Automatic.

How far would you trust a bald, fat scientist with a lightning-bolt moustache and neat line in death traps? Especially if said doctor had something of a reputation for kidnapping the inhabitants of your beautiful home-world and turning them into evil killing machines for use in his dastardly plot to take over the world? Well you certainly wouldn't buy a used car from him, that's for certain. Knuckles the Echidna, guardian of the Chaos Emeralds, is, however, a rather more naive soul willing to believe the best in everyone. Which is why when Robotnik spins him a line about how Sonic is really the evil-doer in these parts who's stolen the Emeralds and he, Robotnik, is a nice chap dedicated to saving the world, Knuckles falls for it.

So when Knuckles spies Sonic rushing his way, fresh from rescuing the gems from Robotnik's evil clutches, he lays an ambush, nabbing the Emeralds back and himself hurrying to return them to Robotnik. If only he knew Sonic was on his way to give Knuckles the jewels anyway, and Robotnik wants them to recharge his Death Egg war machine, crippled at the end of Sonic 2. Echidni eh? Intelligent higher life-form I don't think.

All of these events leave Sonic in something of a quandary. On the one hand, Robotnik's evil plan must be stopped at all costs, but on the other hand it's bath night, and if he doesn't get his little sidekick Tails home in time for tea tonight his mum's going to go mad and he can do quite without an angry two-tailed fox with a rolling pin on the warpath, thank you very much. But the plucky young hedgehog is only momentarily distracted from his mission to rid Green Marble Zone Hill World of evil, figuring he's late back with Tails anyway and he'd rather take his chances against the giant Death Egg war machine than his sidekick's mater any day.

Thus begins another exciting day in the life of everyone's favourite hedgehog (unless, of course, you've got a pet hedgehog that sleeps in your bed and carries your slippers for you and jumps up to greet you when you come home), and everyone's favourite young two-tailed fox called Tails.



▲ Don't jump there, Sonic! You'll lose your essential momentum and never get up the other side.



SHOWCASE FEATURE



▲ Hey! Hey Sonic! Look out pal! Watch where you're going already!



▲ Oofyah! Now look what you've done! Aieeee!



➡ I don't think Mr Sega's going to be so happy when he sees what you've done to his lovely sign, young feller me lad.

HEDGEHOGS IN THE 'HOOD

The events in Sonic 3 revolve around four main characters, with a liberal sprinkling of evil Badniks to make up the numbers. Here, though, is an introduction to each of the main protagonists who take centre stage in this drama.



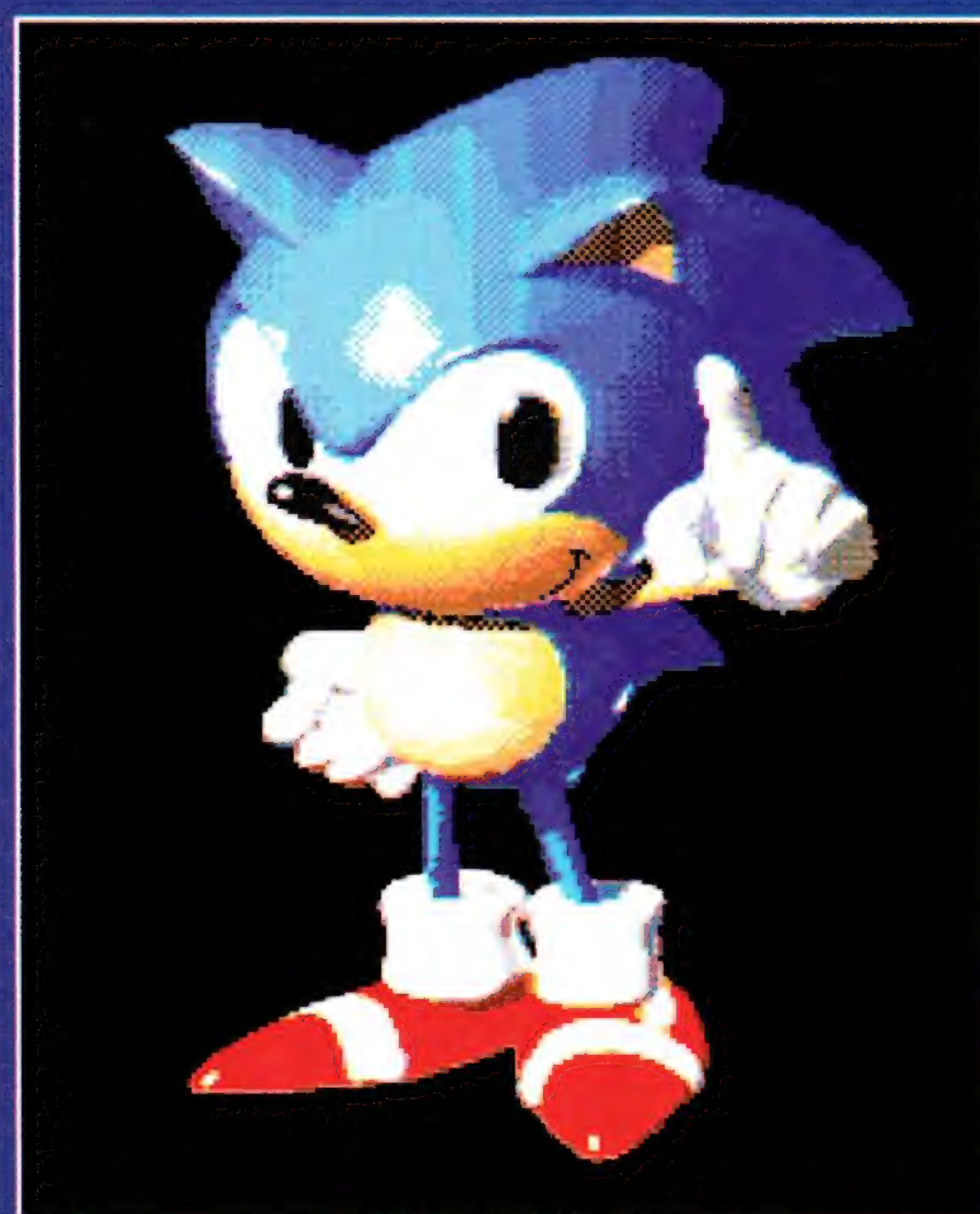
DR ROBOTNIK

The only evil man on Sonic's home planet, but he tries his best to make up for it with a seemingly endless repertoire of insidious plots. Always manages to just escape before incurring a fatal comeuppance. Also proud owner of one Mean Bean Machine.



TAILS

Sonic's loyal sidekick, Tails recently left school to pursue heroics full-time. Far from behind the wet-behind-the-ears pup of Sonic 2, Tails now works alongside Sonic instead of merely chasing him around all the livelong day.



SONIC

The star of the show and saviour of his homeland, this is an older and more experienced Sonic than the fresh-faced youth we saw in the first outing. There's a more determined set to his posture, and why, it looks like he's put on a bit of weight, too.



KNUCKLES

Whilst Knuckles is working for Robotnik, you can't really count him as an evil character - he's just a bit misguided. This otherwise happy-go-lucky purple echidna will no doubt one day be converted to Sonic's cause, but has he done too much damage? already?

SMASH TV

Smashing TVs has always been the Sonicster's chosen method of gathering bonuses, so it's hardly surprising to find that this is the way to help yourself to goodies in Sonic 3. However, there's a whole new array of bonuses to be had in this latest game, as our comprehensive list below testifies.



SUPER RING

Smashing this gogglebox is worth a weighty ten rings. Not bad at all, especially as collecting a hundred rings in one stage reaps an extra life.



RED SHOES

Not, in fact, a ballet film, or a Kate Bush album, these super teflon trainers allow Sonic to run even faster than usual, and jump much further too.



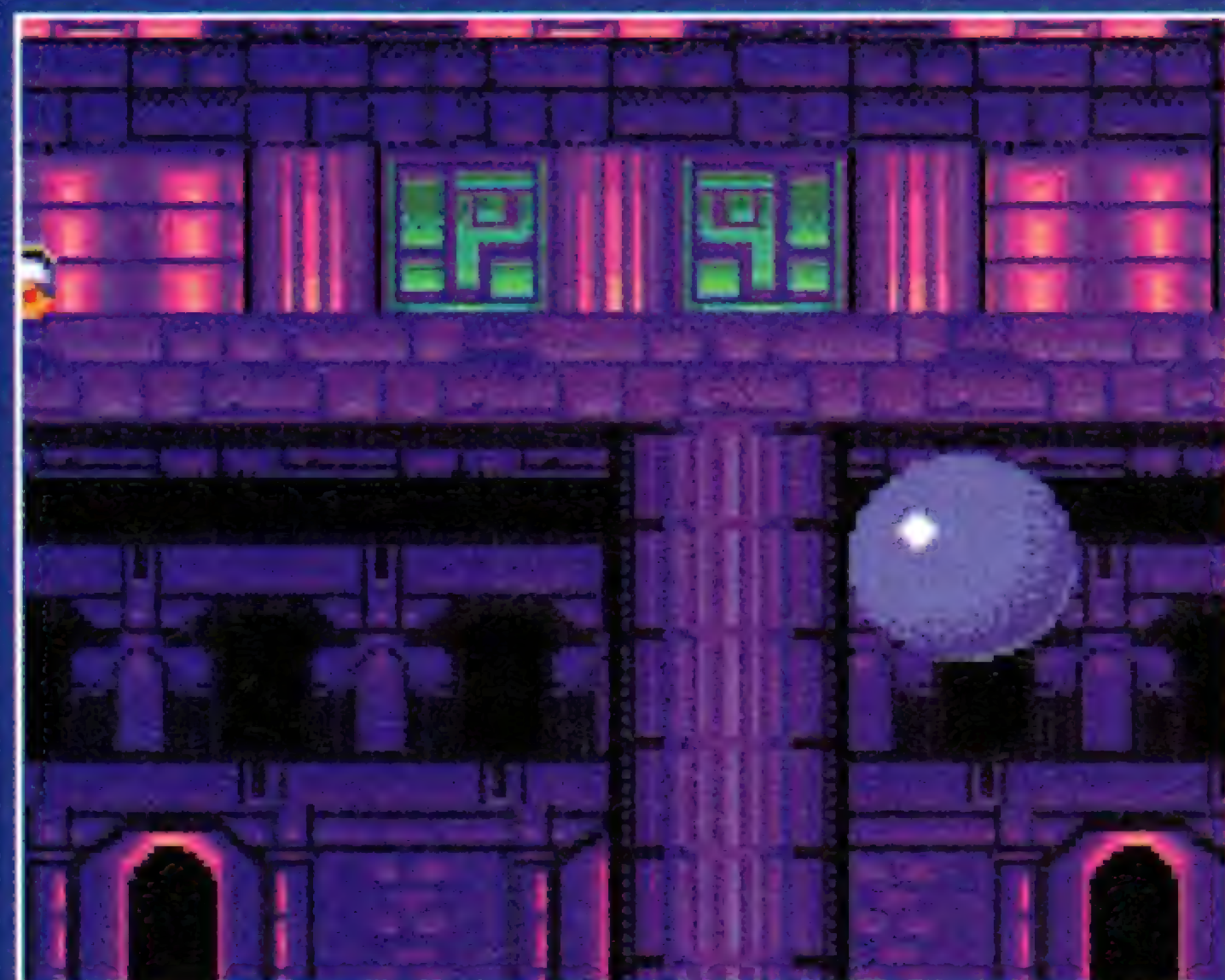
INVINCIBILITY

This power-up is pretty self-explanatory. A sparkling sheen of twinkles surround Sonic and protect him from all harm for a limited period of time.

TOOT TOOT SONIC WARRIOR

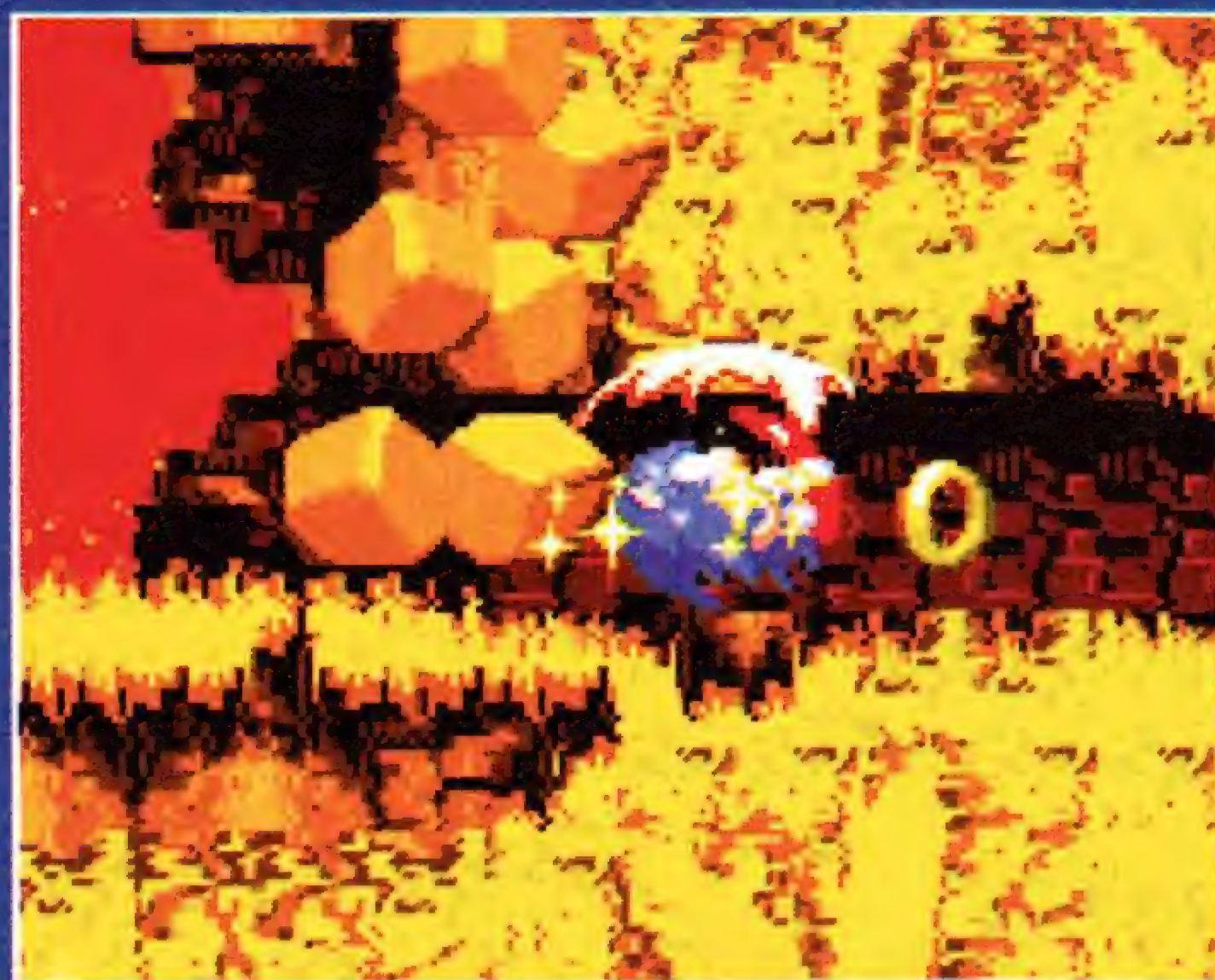


In the true Sonic tradition, both he and Tails have picked up a couple of new tricks since their last adventure, as well as their old abilities being updated. So, for your delectation, may we present the complete, revised and unexpurgated guide to the moves and grooves of the bluesome twosome.



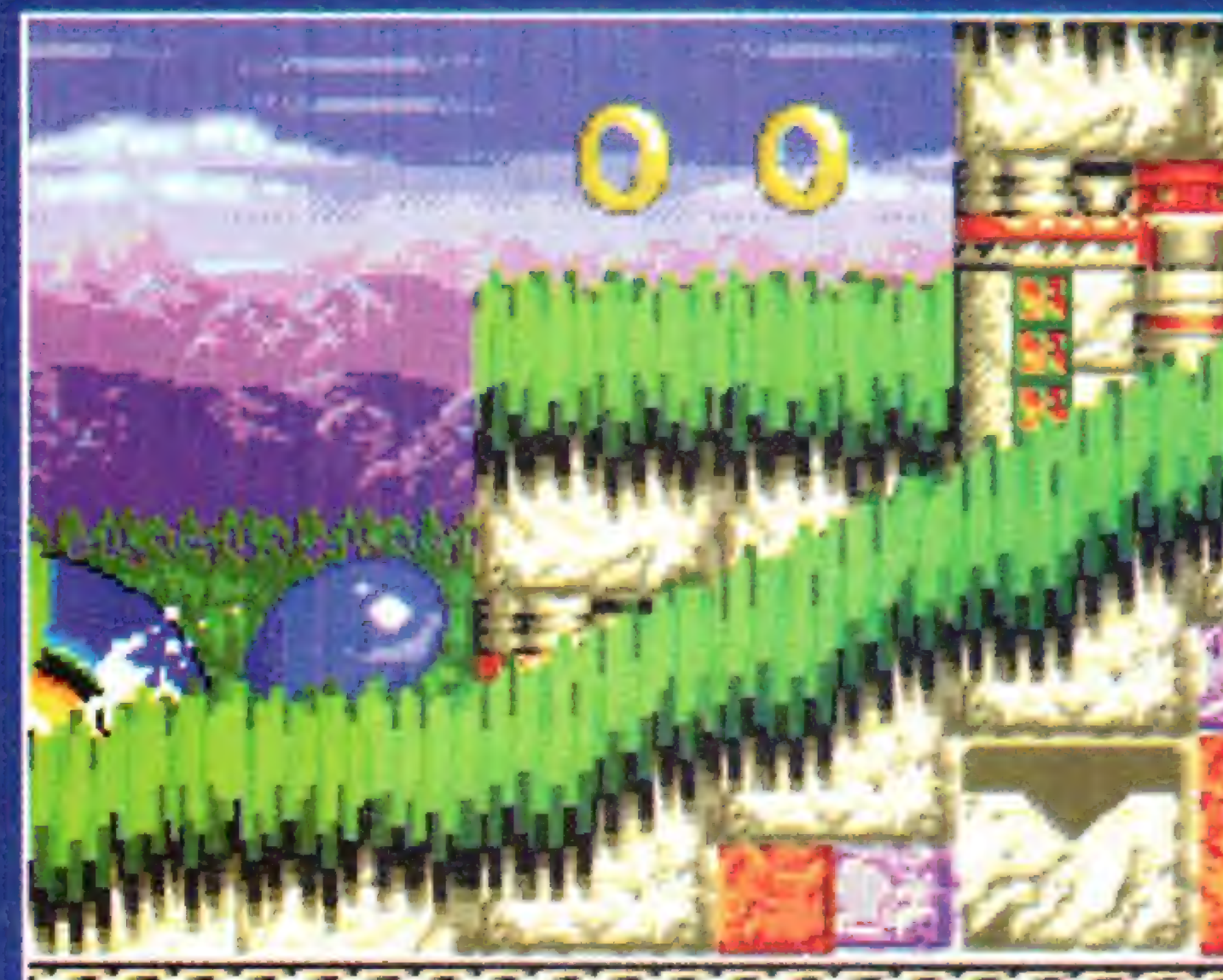
JUMP

As every fool should now know, Sonic curls into a ball when he jumps, making him deadly to enemies, unless the happen to be covered in spikes, in which case any form of contact is fatal to poor old Sonny.



SPIN DASH

Pull down and press any button for a quick curled-up rolling dash along the ground. This dash is also useful for attacking enemies.



TURBO SPIN DASH

Pull down and press any button repeatedly to build up some extra speed for a mega-fast spin dash. Very good for smashing through certain parts of the scenery.



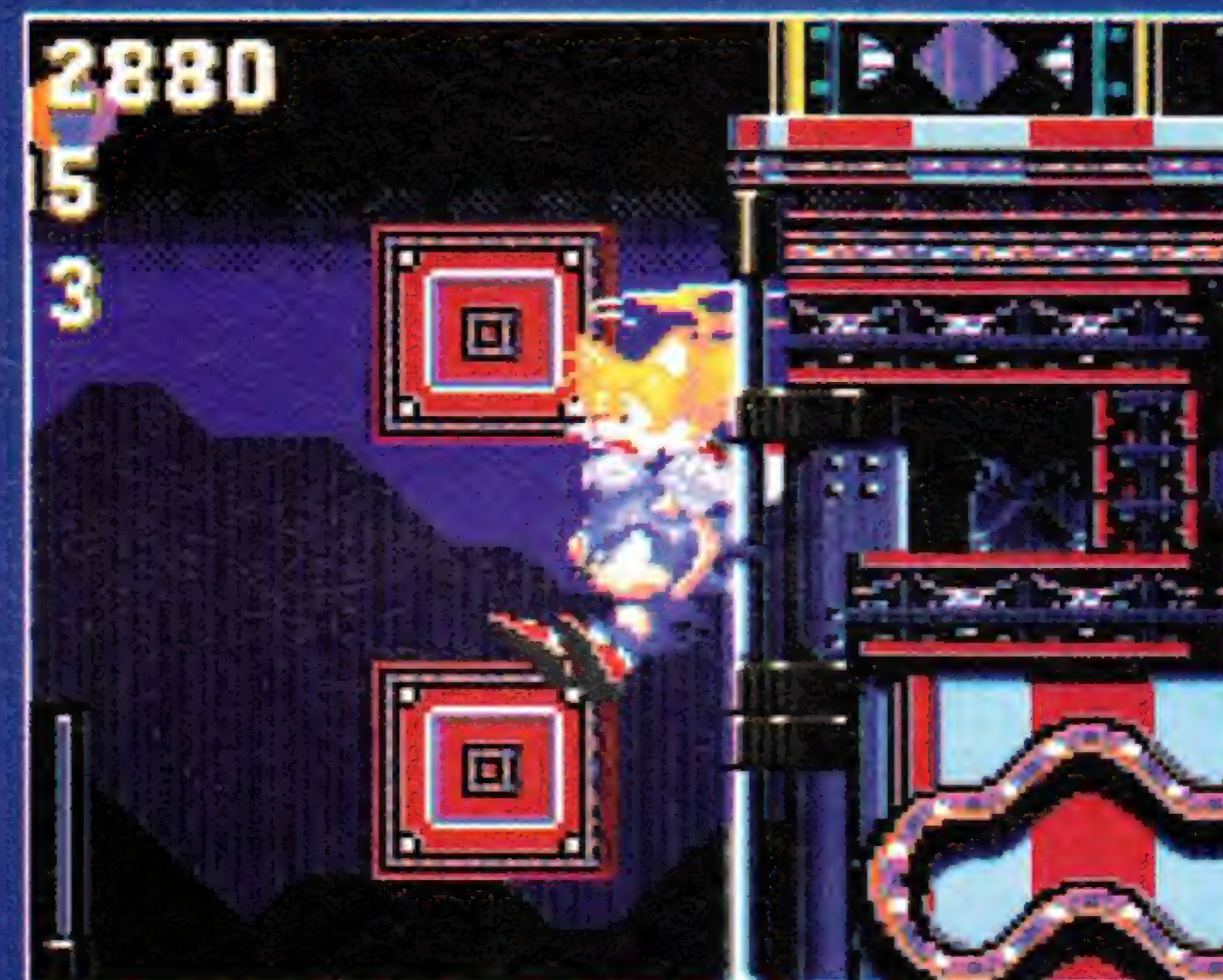
ROLL

Pull down whilst Sonic is running to make him curl up into a ball and roll until he runs out of momentum. Identical to all intents and purposes to the Spin Dash.



STATIC SHIELD

This is a Sonic-only move. Press the button once again whilst Sonic is jumping and he generates a field of static electricity which protects him from damage for a split second. Requires practice to actually be of any use.



FLIGHT

This is a Tails-only move. Press the jump button twice and Tails uses his spectacular rotor-blade posterial adornments to lift himself into the air. Keep hammering the button and Tails flies higher, until he finally runs out of energy. Remember to watch Tails' expression to see how weary he is.



WATER SHIELD

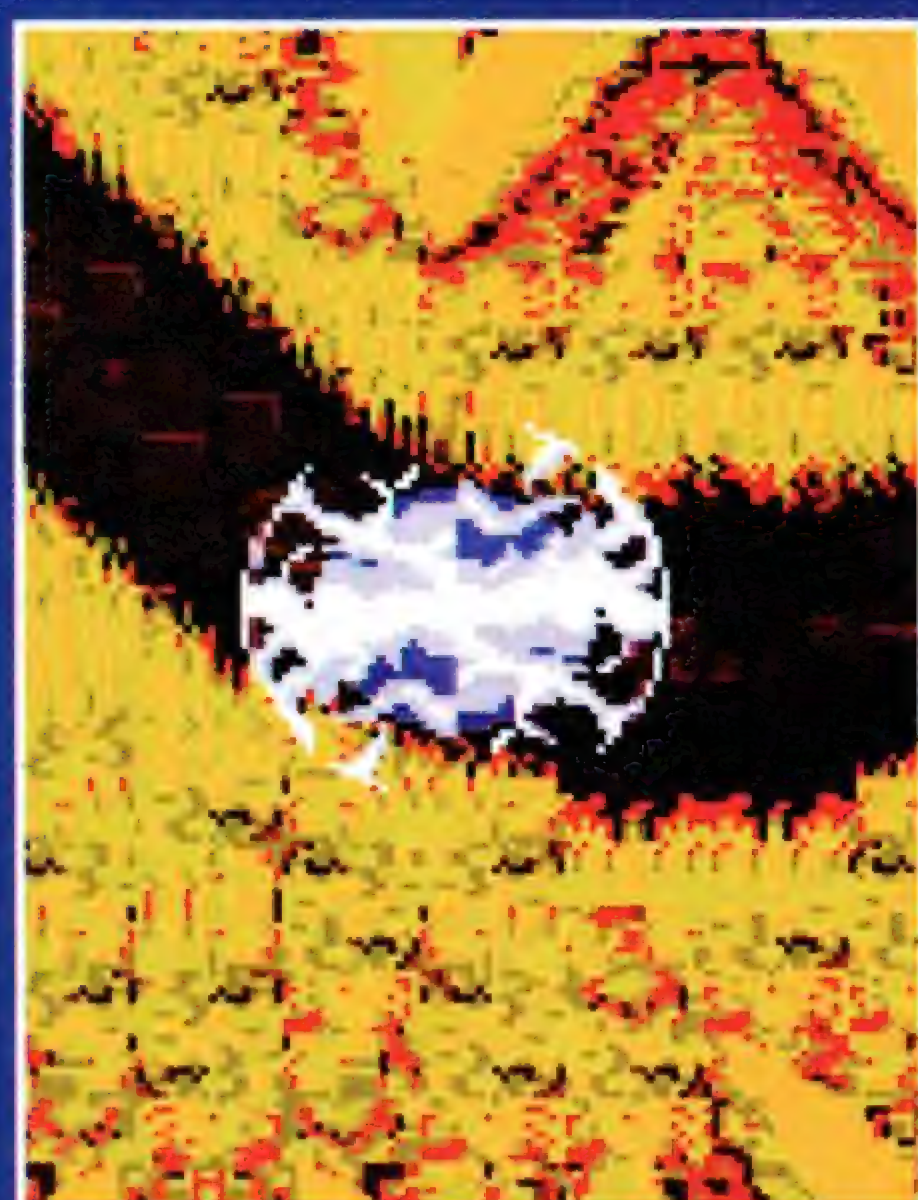
Taking the place of the old one-hit shield are three new variations. The water shield is the closest. This protects Sonic from running out of air underwater and from one hit. Unless you remember to press the jump button repeatedly, which puts the shield in bounce mode upon whence Sonic is invulnerable to damage, and this kills foes too.



FIRE SHIELD

As with the Water Shield, this protects Sonic from one hit. However, pressing the jump button twice whilst encased in this shield turns Sonic into a living fireball and he zooms across the screen in whichever direction he's facing, dealing death to anything in his way (except Tails).

▶ SMASH TV



ELECTRICITY SHIELD

Another one-hit wonder, the electricity shield possesses electromagnetic capabilities, and thus draws rings towards Sonic, even though he may not normally have reached them. Pressing jump twice extends this force field to the tune of four projectile magnetic sparks which shoot out, grabbing yet more rings.

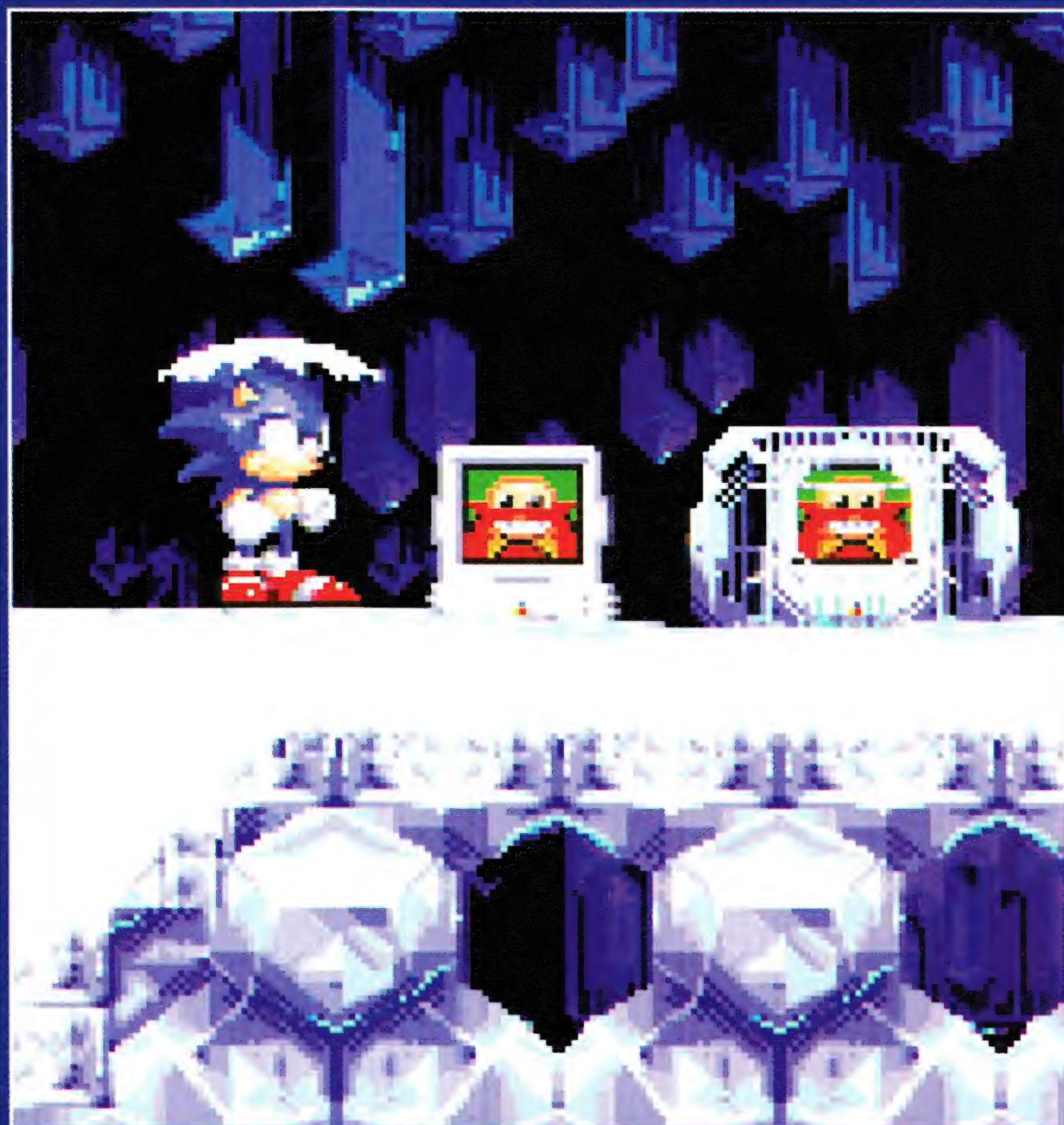


EXTRA LIFE

Oddly enough, jumping on one of these sets bestows an extra life upon whichever of our heroes is the fortunate one. These are not very common TVs.

ROBOTNIK

Smashing one of these little devils does the same damage to Sonic or Tails as one hit from an enemy. So you lose all your rings if you've got any and die if you've got none. Robotnik sets are usually placed in positions where they're almost impossible to avoid unless you're quite skillful.



THE EMERALD ISLE

Every other Sonic game has relied on the principle of collecting zillions of rings before completing a level to reach the special stage where the player gets a crack at saving a Chaos Emerald. In Sonic 3 you need only collect one ring - but it's a doozy alright. At least one Mega Ring is hidden in each stage, and it's up to Sonic to find it and jump through. From here, he's whisked to a magic stage where he has the chance to get his be-gloved paws on one of the seven gems. Once more, we're treated to a rear view of our chums and a 3D environment. However, this time, the idea of the stage is to collect all the blue spheres, of which there are off times over a hundred. Sadly, though, these blue spheres are interspersed with evil red spheres - touch one of these and you're whisked back into the main game empty handed. And just to make life really difficult, a profusion of bumpers lie in wait for unsuspecting hedgehogs, ready to bounce Sonic back into the crimson orbs. and just in case you thought you could handle that, every time you grab a blue ball, it changes into a red one. Still, things aren't completely stacked against you. Some of the blue spheres are arranged in large squares. If you collect the spheres around the perimeter of these all the spheres turn into rings, allowing Sonic to score hefty bonus points. Indeed, collect enough rings and you're awarded a whole continue! Cor!



▲ This here is the bubblegum machine bonus round. Pass a checkpoint with fifty rings to get here.

▲ This is the rather smart looking Chaos Emerald-grabbing bonus section in all its glory.

IN YOUR MOUTH, EVERYWHERE

With this being a Sonic game and everything, there is of course a benefit to collecting as many rings as you possibly can, apart from the standard extra life for one hundred rings. Indeed, collecting just half this amount yields the greatest benefit. Pass through a stage marker when Sonic is carrying fifty rings or more and you're transported to a special bonus level. Sonic starts off on a bed of springs at the bottom of the screen and is bounced up to a giant bubblegum dispenser at the top. The idea is for Sonic to collide with the handle of the dispenser, thus causing a power-up laden gum ball to drop out. Collect this and the corresponding bonus is yours. However, once bounced upon, the springs at the bottom of the screen disappear, and Sonic has to use the plethora of bumpers flanking the tube. Unfortunately, every time he hits one of these, it disappears too, and as the supporting bumpers are chipped away, the bubblegum machine drops lower and lower, giving our blue pal less and less room to manoeuvre. But what prizes are on offer? Here, dear reader, is a full list.

BARRIER SHIELD



Get hold of a gumball emblazoned with a B and Sonic is rewarded with a random type of shield.

SPRING BARRIER



Nab a REP ball and one of the spring at the bottom of the screen is replaced.

SUPER RING



One of these blighters is worth a mighty ten rings.

1-UP



Quite unsurprisingly, the acquisition of a 1-UP gumball yields a whole extra life.

BUMPER GUMBALLS

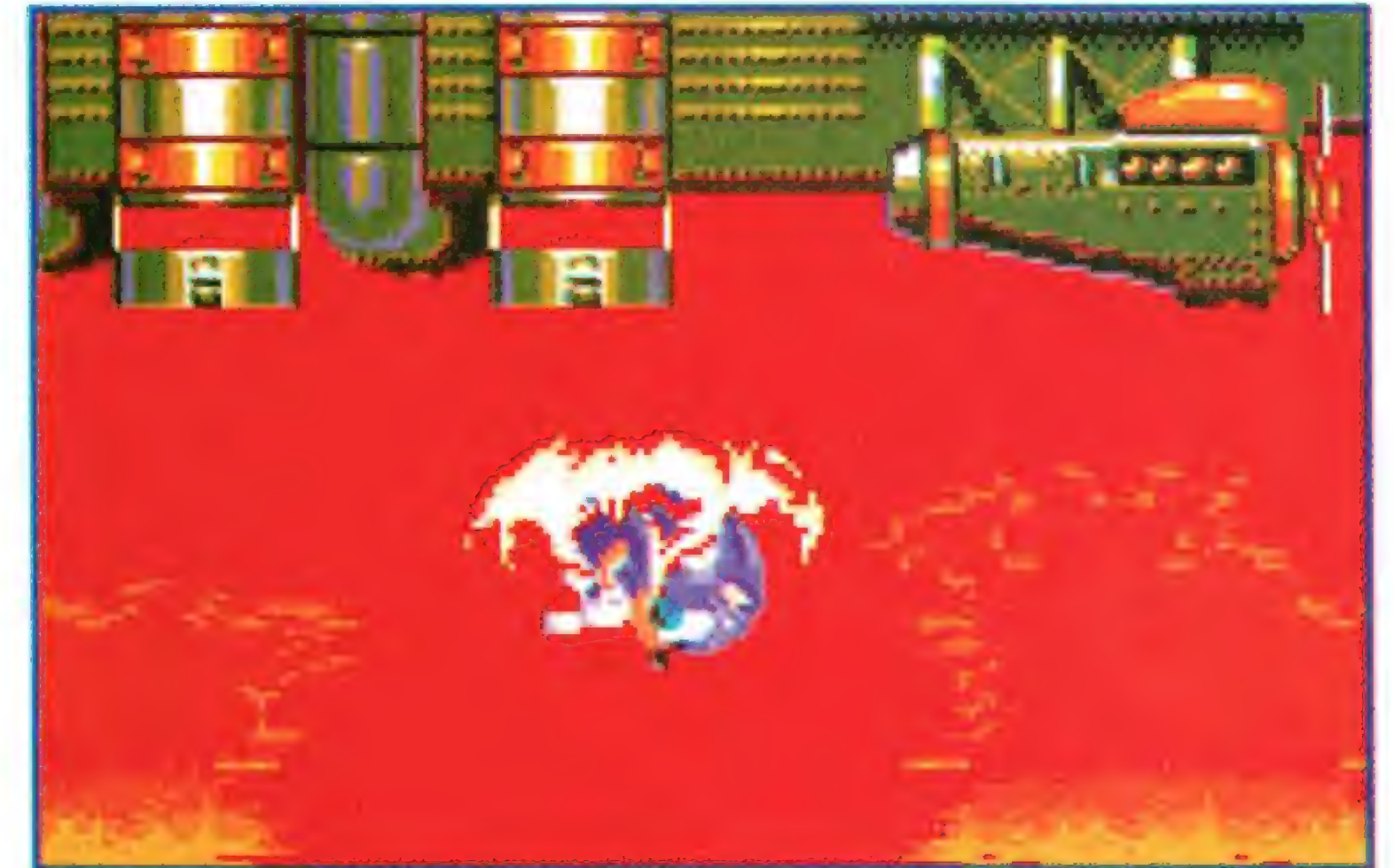


These black Indiarubber efforts act as splendid springy trampolines for Sonic to bounce back up.

LEAR GUMBALLS



Obviously ones for health freaks, these chewy spheres have no effect either benevolent or malevolent.



▲ Sonic is the protective cocoon of the new Fire Shield.



▲ Sonic and Tails deftly avoid a bombing.



▲ The intro to Sonic 3 picks up where the ending of Sonic 2 left off, just to ruin it if you never finished the previous game.



▲ Ha! Mighty Tails doesn't need to swing on ropes thanks to his propellor posterior.

ENVIRONMENTALLY UNFRIENDLY

Sonic's environment has always provided more testing tests than the usual array of platforms, but Sonic 3 really goes overboard on the devices. Here is but a smattering of the multitude of marvellous mechanisms manifest in the manic Megadrive mazes.



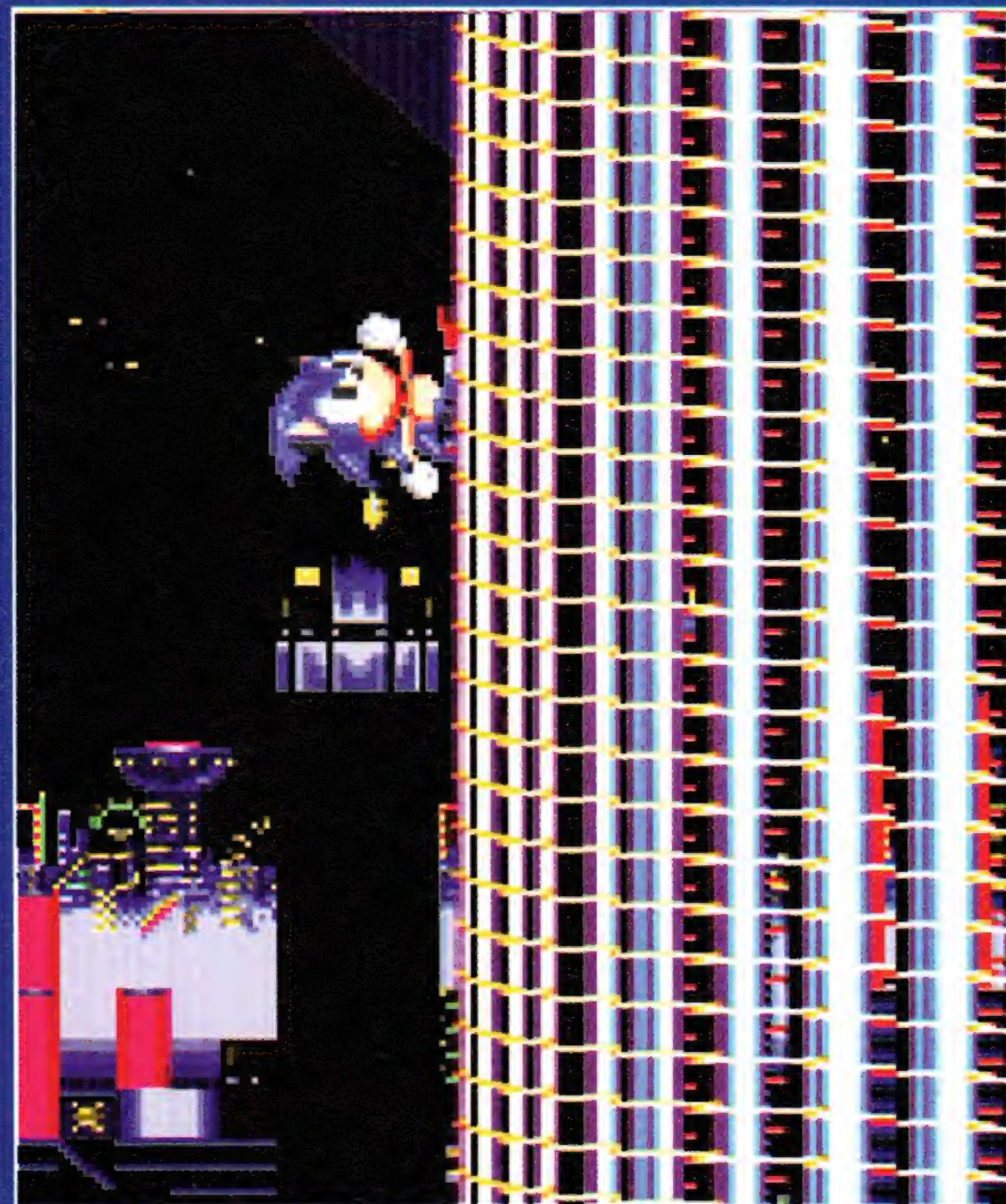
REV-UP HAND

A bit like the Energiser unit used by the Eval Knieval toys of the late Seventies this comprises of a robot hand which takes hold of Sonic's head to keep him in a place, and a revolving wheel under Sonic's feet. As the wheel spins faster, Sonic accelerates until the hand lets go and he shoots off at warp speed.

DROP IN SCAN OF CLIPPING

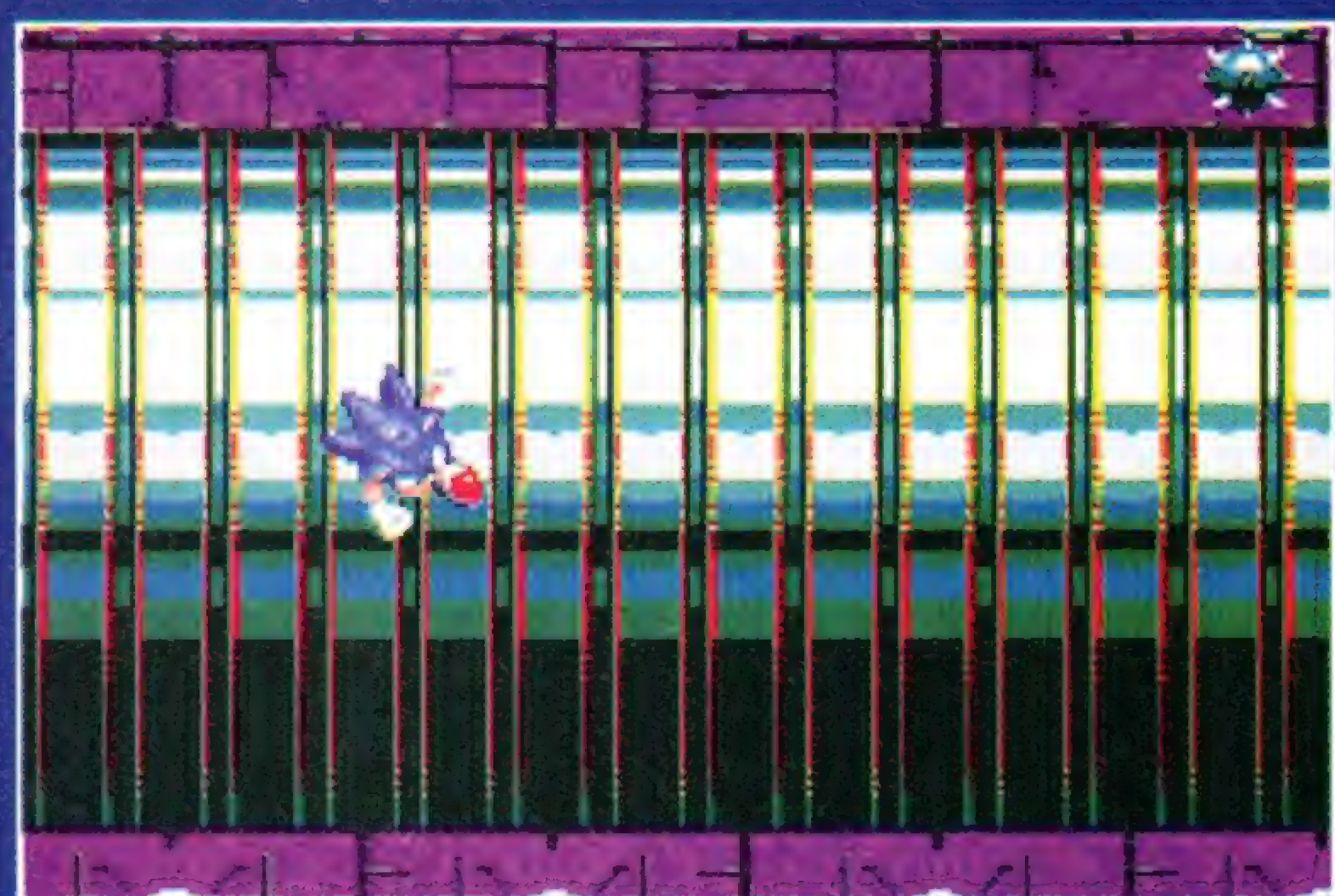
CUP LIFTS

Simply sitting in one of these gaudy numbers causes it to spin up or down the pole it's attached to in liftular fashion. Sometimes the force of the spin is so great the cup becomes detached from the pole and hurtles Sonic through the air.



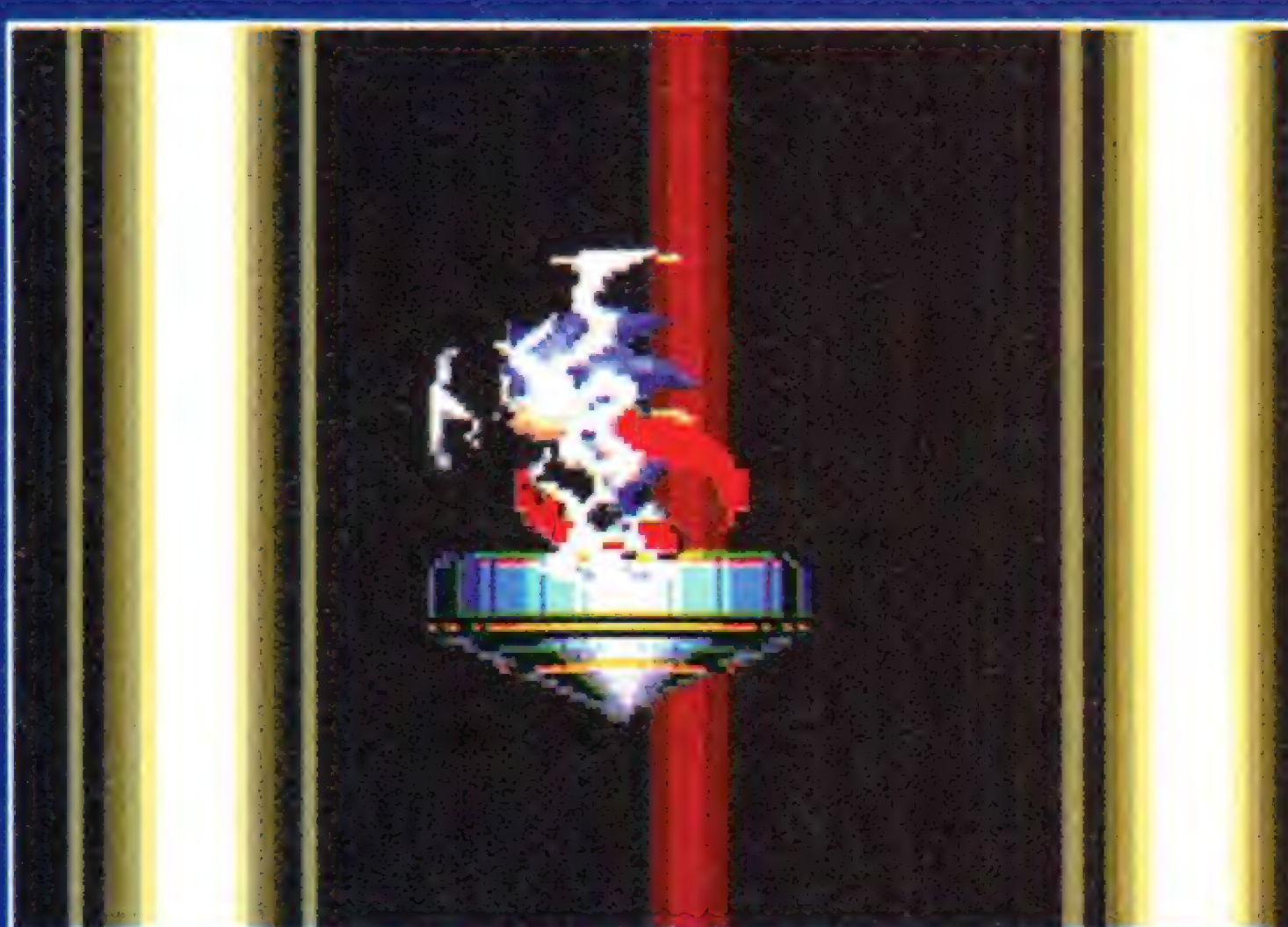
WIRE TOWERS

These skeletal constructions revolve at high speed, but thanks to his much-publicised powers of rapidity, Sonic is able to run up the outside of them. Should he stop, however, he clings on for dear life by his little paws, sliding slowly down to the bottom.



CORKSCREW

A little like a wire tower having a lie down, these horizontal revolving chaps are very confusing, especially when it comes to dodging the spiky enemies who tend to hang around them like hard townies around a cheap supermarket.



GYROSCOPES

Sonic's amazing feet of fury come into play once again with the gyroscopes. These little fellows sit there and spin merrily to themselves until Sonic leaps aboard. The added momentum granted by our hedgehog hero's steps accelerates the gyroscope until it takes off. The faster Sonic walks, the higher the gyroscope goes, and by walking in the opposite direction it's possible to change the course of the craft.



SPIN SWITCHES

Every so often Sonic reaches a part of the game where there seems nowhere left to go. How to reach that topmost platform? How exactly to get to that underground cavern? The answer generally lies in spin switches. One quarter of these is usually visible above ground, and activating them is simplicity itself. All Sonny need do is stand on the switch and try his turbo spin dash. The switch then revolves at speed and the landscape raises or lowers itself according to your needs.



KLAXONS

These sensors look just like ordinary parts of the scenery, but step between them and you trip an alarm which summons a flying Badnik Patrol. Every time the klaxons are tripped another flying enemy heads your way. Keeping the computer controlled Tails out of these can be pretty tricky.



SEE TWO-TAILED FOX, LIKE A BIRD ON THE WING

Since his first appearance, Tails has mastered the flying abilities afforded him by his twin tails and their unique rotor blade-style bone structure. Thanks to his new-found airborne expertise Tails has added another useful skill to his repertoire. Now, once Tails is in the air (and under human player control) he's able to carry Sonic over otherwise impassable chasms and up otherwise unscalable inclines. However, carrying such a heavy weight as Sonic means poor little Tails tires very quickly, so hit the buttons like the wind to get the air to safety before exhaustion takes a hold.

DOING THE SPLITS

The split-screen two-player game first unveiled in Sonic 2 makes a welcome return in this latest instalment in the series. But now, instead of using courses from the game itself, players race across five laps of specially designed Moebius strip-type looping courses. And now, instead of having the choice between Sonic or Tails, each player has the run of three different characters, Sonic, tails or even Knuckles, and there's no problem if both players want the same character, either, as the programmers have generously elected to allow racers to select matching characters. This is a pretty good job, as the three contestants move at different speeds, with Knuckles being slow and ponderous, Tails Mr Medium Speed and Sonic the fastest. This allows practised Sonicophiles to handicap themselves when playing against rather less gifted players. There are also three different ways to play the split-screen game. The first is the Grand Prix option, where two players battle it out over the best of all five courses, with wins and losses being chalked up at the end of the tournament. If you haven't quite got the patience for a full five-round game, the Match option is for you, giving you the choice of which course to play and judging the winner on one single race. If you'd like to play the split-screen game but haven't got any friends, perhaps the Time Attack may appeal to you. The object of this is simply to better the record times for each course. The battery back-up on the cartridge saves all the best times, giving you a permanent record of your aceness.

BACDAGAMEUP

Sonic 3 is equipped with a battery back-up which allows the player to save up to six different games as whatever level. However, it doesn't save your position in that level, or even which Act of the level you made it to, simply the level. If you don't fancy taking advantage of this feature, it's possible to play a non-saved game. If you want to save a game but you've already got six positions filled, you can still erase one of these and play on from the beginning. This is handy as the game also saves how many continues and Chaos Emeralds you've saved - so if you haven't got many Emeralds you'll be wanting to start again.



INTRO BIT

Even the intro to Sonic 3's title screen is impressive. First of all, a big 3D Sega logo hovers into view. Next, a small blue speck appears in the background speeding towards the writing, before Sonic himself barrels through the text, sending it flying. People of a nervous disposition may find all this rather too exciting for their frail systems.

NEXT SIGN THIRTY MILES

The end level marker displaying the face of either Sonic or Robotnik is a common feature of Sonic games, and one which most players would probably not think twice about. But now, this seemingly harmless sign takes on a deadly new dimension. Well, actually, that's not strictly true. But now, when the sign drops from the skies, Sonic and Tails can spin into it, bouncing it back into the air and earning themselves a hundred points. Skillful jumpers should be able to keep the post airborne for as long as they want and rack up heaps of points. If you can jump into the sign quickly enough, you could even get a hidden power-up. Corks.

SONIC THE HEDGEHOG 3 IS REVIEWED ON PAGE 87



▲ Knuckles the echidna races against Tails the fox in this example of the split-screen game.



▲ These levels are all-new designs especially for two-player races, although each one is themed after a level in the main game.



▲ Except this one, actually, which isn't.



▲ Or this one. Oh alright, they're not really based on levels in the main game at all. The programmers just made them up.

SEGA



TRASH YOUR OLD FOOTY GAME CARTRIDGE



AND FIND OUT
WHAT IT'S LIKE
TO SCORE A



GGGGOOOOOO

You're sprinting down the wing, there's a man on your heels. You leave him for dead.

"The realism and tension are unmatched" – Sega Pro.
A defender slides in with commitment. You knock the ball on and hurdle him. Ha, sucker. The crowd go beserk as you power into the box.

"The graphics really capture the feel of grandstand football" – Megatech.

Your heart is threatening to leap from your mouth.



FIFA INTERNATIONAL SOCCER



It's one one with seconds on the clock. You look up, it's clear, you shoot.

"The players are highly detailed and move just like the real thing" – Sega Power.

Crack. Aaagh. The ball ricochets off the bar. You run to meet it. You turn. It drops. Bam. You bicycle kick the ball into the top right corner. It scorches past the keeper and thwacks the back of the net. The final whistle blows.

You run, somersault and salute your supporters. They worship you. A commentator rushes over with his mike. He looks sincere.

"Astonishingly realistic sprite movement" – Sega MegaForce.

He says: "Tell us about the game."

You say: "Triffic, Brian. 16 Megs, 48 national teams, 960

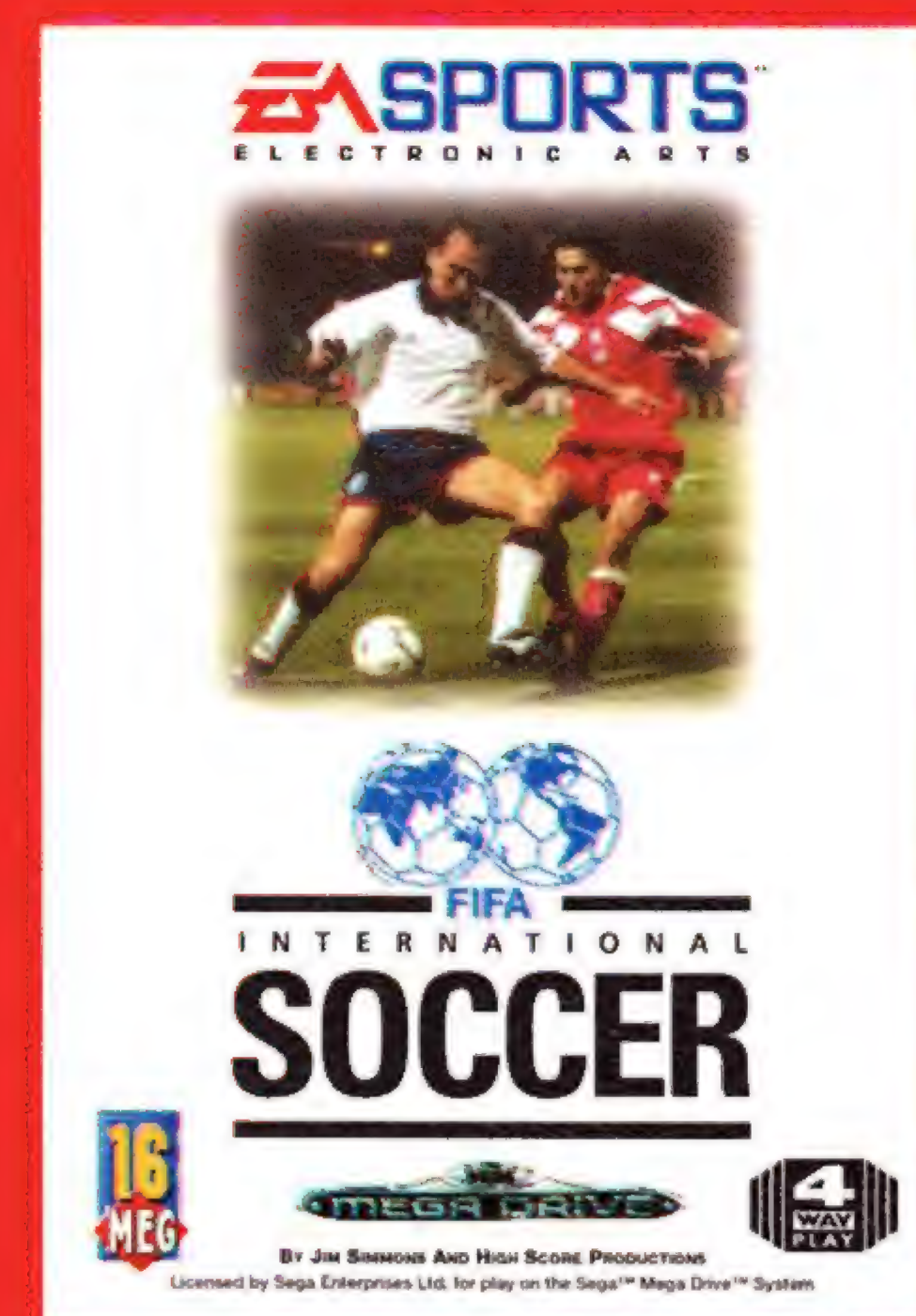
players, 13 skill areas, 4 WAY PLAY, and it's the only one endorsed by FIFA.

"EA Sports Soccer is set to blow every other footy sim off the pitch" – Sega MegaForce.

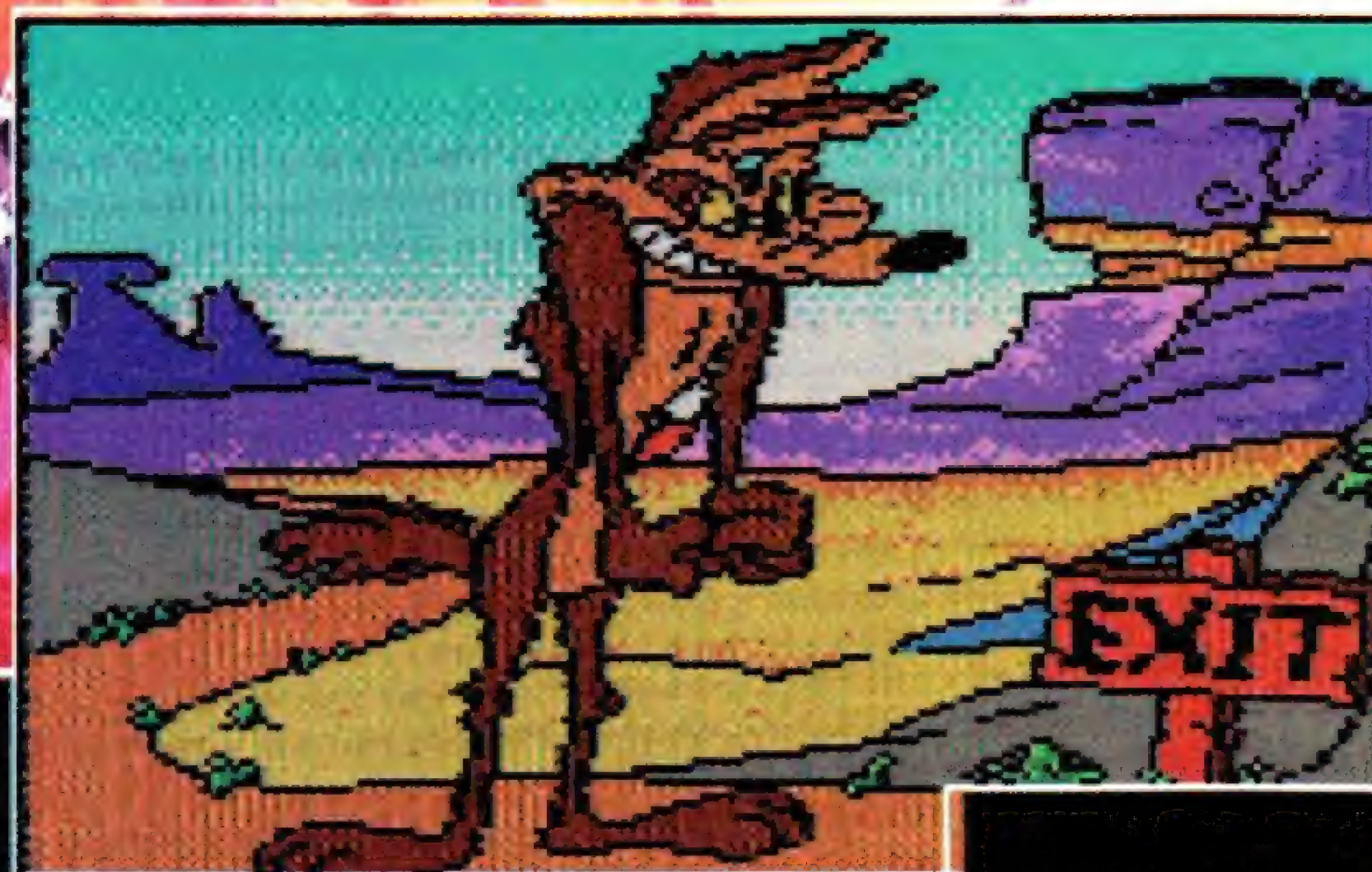
He says: "An outstanding performance, an outstanding game, outstanding."



OAAALW!



ESSENTIALS



SHOWCASE FEATURE

THAT'S ALL FOLKS!

The sheer range of Megadrive licensed cartoon character games is incredible - but which ones are the best? Jaz Rignall spent his entire Christmas holidays playing the lot (as though he needed too) to sort out the cream from the cheese.

MICKEY MOUSE: CASTLE OF ILLUSION

This first ever Megadrive Disney game caused a sensation when it was released in early 1991. At the time decent platform games were very thin on the ground, and ones containing marvellous graphics and brilliant gameplay were even rarer. Then this came along, with its beautifully drawn, parallax-scrolling landscapes and fabulous sprites setting the standards for others to follow. Even today, Castle of Illusion looks great. Its only drawback is today's graphic compression techniques allow programmers to make games that look just as good but have far larger playing areas - Mickey's five relatively short levels won't challenge platform experts for long.

MICKEY AND DONALD: WORLD OF ILLUSION

Mickey Mouse's second game was even more visually stunning, featuring an even bigger playing area and adding a new twist to the proceedings by introducing Donald Duck into the action as a controllable second character. In one-player mode the game is good old platform fun, but in the simultaneous two-player mode new puzzles are activated which require true co-operation from the players to solve. World of Illusion is definitely the best two-player platformer on the Megadrive and even with one player takes some beating.

QUACKSHOT STARRING DONALD DUCK

Disney's Duck with a short fuse has already appeared in two 8-bit games (The Lucky Dime Capers and Deep Duck Trouble), but so far this is his first and only 16-bit adventure. And it's a good one too. The graphics are absolutely wonderful, with beautiful animation and many smart touches - watch his expression when he has a benny! The game is big, thoroughly enjoyable and there are lots of original features and puzzles to solve; however the pace of the action is slow and therefore I'd recommend this to those who prefer their action sedate rather than speedy.

ARIEL THE LITTLE MERMAID

After Mickey Mouse and Donald's previous adventures, the 1992 release of Ariel the Little Mermaid came as a bit of a disappointment. The graphics aren't as good as the previous Disney games and the



gameplay is aimed squarely at the younger generation. For kids it's fine, its straightforward puzzles and goals nicely balanced to challenge the under-tens, but anyone older will find it too simple. Not to worry, though, 'cos there's plenty more fish in the sea...

ALADDIN

...like this prize catch for example. Aladdin is visually astounding, which comes as no surprise when you learn that this is the first game ever to be put together with help from full-time Disney animators. The quality of the sprites is awesome, with beautiful animation and many neat touches which look as though they've been lifted straight from the blockbusting film. The platform action is varied and fun and there's plenty of challenge - as long as you don't play it on the lowest difficulty settings.

TALESPIN

Baloo the bear is no stranger to the Megadrive. He's soon to appear in The Jungle Book, Virgin's forthcoming game of the classic Disney film and has already starred in this conversion of Disney's popular TV cartoon series. The graphics are great, with nicely detailed sprites and backdrops and the gameplay with its mixture of shooting and platforming levels certainly deserves points for originality. However, the controls are slow to respond to the players commands and they ultimately mar the enjoyment.

FANTASIA

Finally we come to the last Disney game, and quite a rare one it is too, since it was released for a limited time only and is no longer on sale. Based on the epic cartoon film, the player takes control of Mickey Mouse and guides him in a quest to find musical notes across a variety of platform landscapes themed from scenes in the movie. The graphics are truly marvellous, but the sound is disappointing and the quality of the gameplay isn't as good as other Megadrive Disney tie-ins.

TAZ-MANIA

Psycho Taz is a great cartoon character. He stonks along consuming everything in his path and throws mega whirlwind fits at anything inedible. Ideal fodder for a console game, and Taz-Mania is indeed a thoroughly enjoyable platform romp. There are a couple of excellent twists, including a great runaway mining cart section, and there's a vast playing area to wander around. The only problem is that the game isn't hard enough to keep platform experts challenged for long. Novices, though, will absolutely love it.

TEENAGE MUTANT HERO TURTLES: THE HYPERSTONE HEIST

Playing similarly to the arcade game, The Hyperstone Heist is a one- or simultaneous two-player Streets of Rage-style beat 'em up which features all four turtles and all of their most famous enemies. The graphics and sound are great, but fun though the gameplay is, there's not enough in it to challenge beat 'em up players for long. Streets of Rage II is a much better option.

TEENAGE MUTANT HERO TURTLES: TOURNAMENT FIGHTERS

Playing similarly to Street Fighter II, but featuring Turtles characters, this is an impressive-looking beat 'em up which provides fun and challenge. But unfortunately this sector of the games marketplace is filled with high quality games and when judged along with its competitors Tournament Fighters comes fourth after (in order): Street Fighter II, Eternal Champions and Mortal Kombat.



▲ Captain Planet faces his most deadly adversary yet - Scurvy Man!



▲ Fred Flintstone faces his most deadly adversary yet - the Alcoholic Bee Brothers!



▲ Ariel the Little Mermaid Faces the music!



▲ Mickey Mouse faces his most deadly adversary yet - but I can't work out what it is from this screenshot!



▲ Krusty the Clown faces the world looking like a lobotomy patient on lithium!



▲ 2 Unlimited - Faces! A great record by any stretch of the imagination!



▲ Wile E Coyote faces out of the screen in an effort to scare the player!



▲ Hmm, what can be said about this picture but "Mickey and Donald in World of Illusion action".



▲ Baloo Bear faces his partner for a do-si-do in the National Country Dancing Finals!



▲ He wins the prize! The trophy is his!



▲ Donald looks disappointed at his third place.

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

Fabulous! That's one of many superlatives I could quite happily use to describe this wonderful game. With stunning graphics, brilliant sound and gameplay that's addictive, mega fun and filled with surprises and loads of neat touches, Buster's Hidden Treasure is one of the best Megadrive platform games of all time. Wonderful stuff and well worth wapping your wad on.

CAPTAIN PLANET

Captain Planet is a decent enough bloke who makes sure that our lovely planet isn't ruined by factories spewing their obnoxious emissions and by-products into the environment, but unfortunately his game is rather like the stuff he'd rather us be recycling. Low-quality graphics, dreadful tunes and fortunately forgettable gameplay all add up to a game that, in my opinion, does not warrant purchase.

LAST BATTLE

What's this doing in here? Well, the game is actually based on a Japanese manga film called Fist of the North Star; it had its name changed for US and UK release. It was one of the first Megadrive titles to be released, and now, four years on, is beginning to look and feel dated. Still, it's now available at a wallet-cheering £14.99 and certainly provides enough fun and enjoyment to justify its tonk-sized price.

KRUSTY'S SUPER FUNHOUSE

Puzzles meet platforms in this unusual, brain-taxing game which features all members of the Simpsons family in cameo roles. Destroying plagues of rats which have descended upon the eponymous abode of crusty old Krusty is the objective, and carrying and placing pieces of pipes, platforms and boxes in the right places is the solution. Sounds easy? It is, of course, not. In fact it's very hard, which is good news for gamers out there who reckon they can storm an average game in a couple of days. This'll take longer than that. A LOT longer...

THE SIMPSONS: BART VS THE SPACE MUTANTS

Although interesting in premise - an arcade adventure with puzzle overtones and Simpsons-style humour - this lets itself down with 8-bit quality graphics, poor sound and over-fiddly gameplay. If the rough edges had been smoothed out, doubtless this would have been a fun game, but as it stands even Simpsons fans will be disappointed.

FLINTSTONES

Although it's not exactly oozing with original features, containing platform cliches like a train section, an under-water level and even an ice world, Flintstones is still a thoroughly enjoyable platform romp which sports great graphics and varied gameplay. It's a bit on the easy side, though, so those with dexterous digits won't be challenged for long. But anyone else will have a field day.

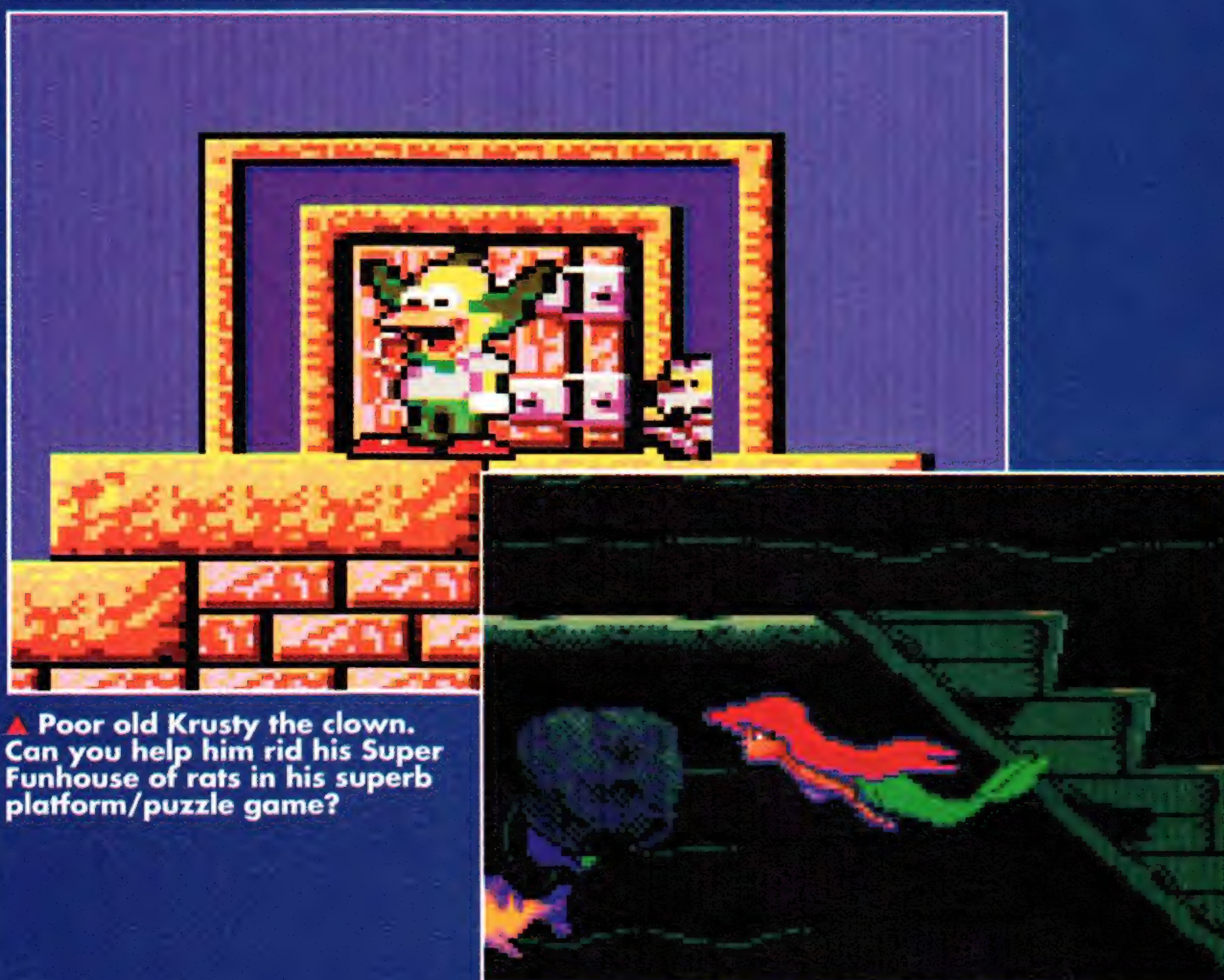
GAME TO 'TOON

The first Sega game to be turned into a full-blown cartoon series is, of course, Sonic the Hedgehog who appears every Sunday morning on Channel Four. And jolly good it is too, with the series following the adventures of the blue spiky one and his cronies as they battle against Dr Robotnik and his diabolical hordes. If you haven't seen it yet, snippets of the cartoon series have been included in Sonic CD, otherwise you'll just have to get out your lazy bed on Sunday morning and tune in.

SEGA

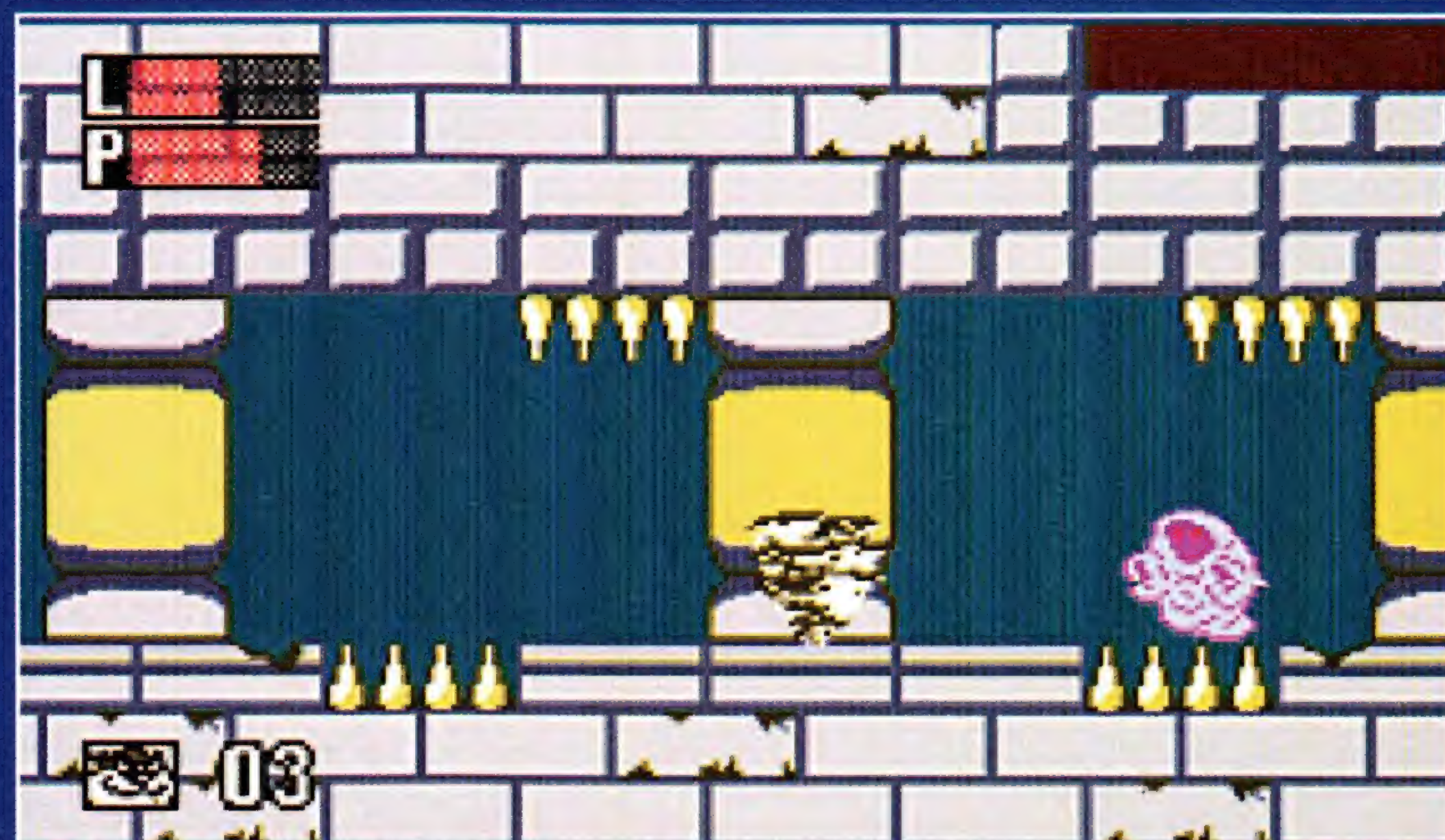


▲ This is Taz in his rather primary-coloured Master System adventure. As you can see, he's just deftly avoided that charging bull.



▲ Poor old Krusty the clown. Can you help him rid his Super Funhouse of rats in his superb platform/puzzle game?

▲ Poor old Ariel. Paul Davies fancies her, you know.



▲ Corks! Taz in action screenshot shocker! As you can see, our furry bundle of love is whizzing through a tunnel full of spikes and populated by a scary ghost. Intriguing.

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.



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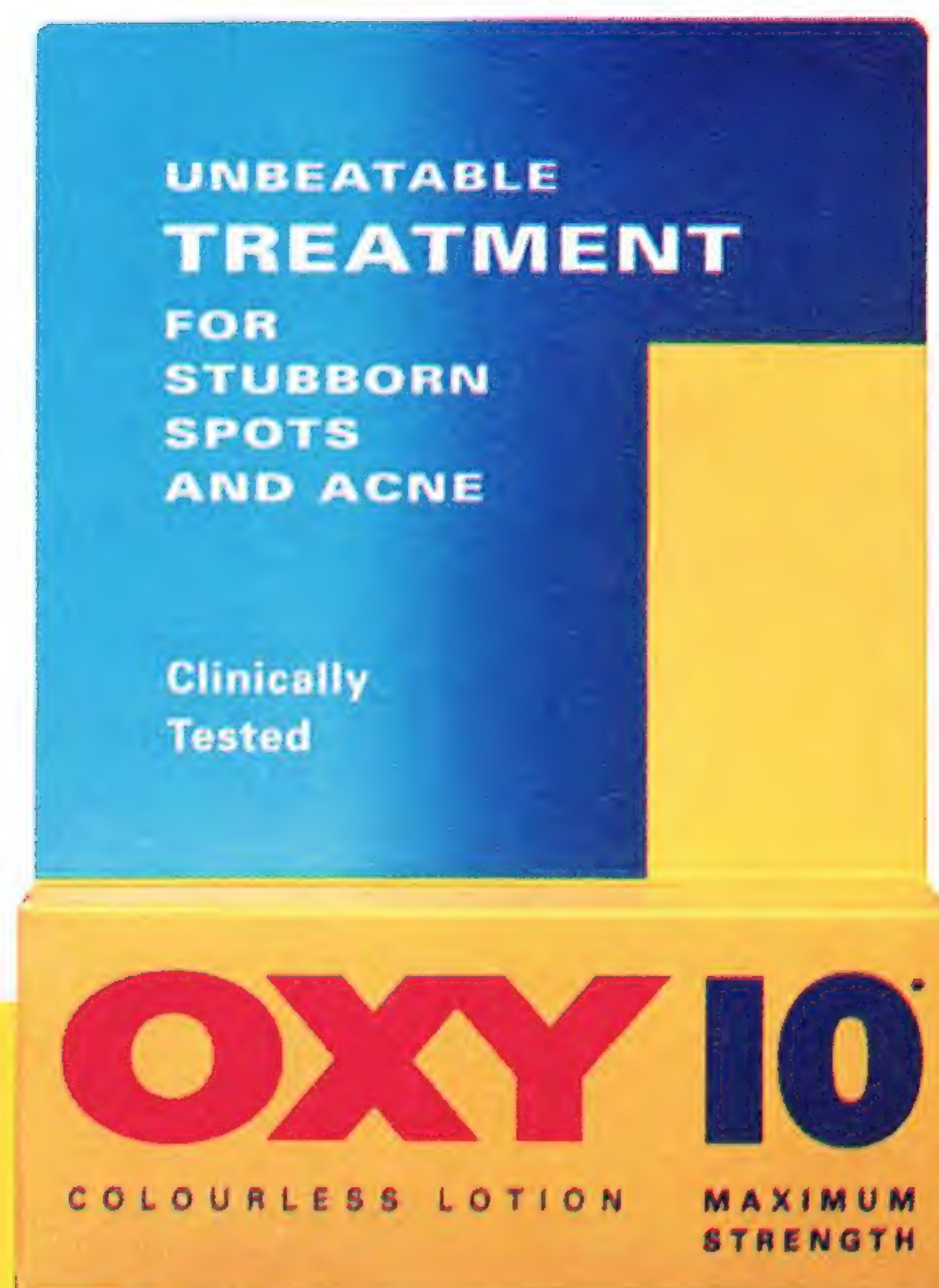
Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin.

And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.



Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

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PERIPHERALS

Hey! You! Did Granny send you a bit of Christmas cash which is currently burning a hole in your pocket? Well, that'll teach you to set light to your fivers. Quickly, use a nearby extinguisher to put out the blaze, then roll your eyes across the following four pages, in which we give you an informal education in those non-game purchases which your Sega console will still love you for.



SIX-BUTTON CONTROLLER

BY: SEGA **MEGA DRIVE**

PRICE: £14.99

This smart pad features six fire buttons and an improved D-button which responds better than that of the original. It was released mainly for the benefit of Street Fighter II players, for which it really is a must, though it's extra features are being used in new games like Ranger-X. If there's one widget you should spend your Christmas cash on, this is it. Mmm, yes please.

MUST-HAVEABILITY:*****

ARCADE POWER STICK II

BY: SEGA

MEGA DRIVE

PRICE: £34.99



The top of the joystick range which replaces the original Arcade Power Stick. Six buttons make it perfect for Street Fighter players who want the real arcade experience. Each button also has an adjustable autofire,

so it's pretty good for shoot 'em ups too. The price makes it a bit of a luxury item, though.

MUST-HAVEABILITY:****



INFRA-RED SIX-BUTTON JOYPADS

BY: SEGA

MEGA DRIVE

PRICE: £39.99

This is a most curious item. Basically, an infra-red receiver plugs into the Megadrive's joypad ports and you can have total control over the action - without any pesky cords getting in the way. What's more, you get TWO six-button joypads in the package. Very smart and just as effective as the standard six-button pad.

MUST-HAVEABILITY:****

AL VISION

MEGA STICK

BY: SEGA (MEGA DRIVE)

PRICE: £24.99

A neat joystick, this. Made for Sega by famed Japanese joystick-constructors Asciiware, the Mega Stick is smaller than the Arcade Power Stick II but still quite chunky so it makes a good tabletop or lap-top stick. The control response, though not micro-switched, is good, and the buttons all have adjustable autofire. There's the usual slow-motion feature, which isn't too useful. If you really prefer a joystick over a pad, and you can't afford the Arcade Power Stick II, this is a good choice.

MUST-HAVEABILITY:***



SEGA TAP

BY: SEGA (MEGA DRIVE)



PRICE: £24.99

This gadget plugs into one of your joy-pad ports and turns it into four joy-pad ports! This lets up to four people partake in Sega's recent sports titles such as Wimbledon Tennis, Ultimate Soccer, as well as Tengen's awesome Gauntlet IV. If there were more good four-player games available it would definitely be worth buying, but until then EA's equivalent equipment is more tempting.

MUST-HAVEABILITY:**

POWER BASE CONVERTER

BY: SEGA (MEGA DRIVE)

PRICE: £29.99

This clever add-on plugs into your Megadrive's cartridge slot and turns it into a Master System. Cynics may call this a retrograde step, Richard may call it 'intriguing', but all of you who upgraded from MS to Megadrive will call it an absolute boon, because it lets you play all those old favourites like Kick Off and Impossible Mission. It accepts the old cards as well as cartridges, so, hey, what more could you ask?



POWER BASE CONVERTER II

BY: SEGA (MEGA DRIVE)

PRICE: £29.99

This updated version of the Power Base fits snugly over the bonnet of that sleek new Megadrive II. It still lets you play all your favourite Master System games, and is therefore a boon if you upgraded from Master System status and still have a stack of old games.

**MUST-HAVEABILITY:
SAME AS POWERBASE
CONVERTER**

**MUST-HAVEABILITY:
***** IF YOU'VE GOT OLD
MASTER SYSTEM GAMES
HANGING AROUND DOING
NOTHING, OTHERWISE...**

*

THE MENACER

BY: SEGA

MEGA DRIVE

PRICE: £29.99

This chunky light gun controller comes with an infra-red receiver box which sits atop the TV, a variety of gun bits, such as a stock and a pair of (rather cruddy) binocular sights, and a cartridge of six shooting gallery games which provide a bit of simple fun on a rainy afternoon. You do also need six batteries, though they're not supplied. Lack of good software prevented the Menacer from ever really taking off - Terminator 2 was the only other game ever produced - and it doesn't look like there'll be a whole lot more to come (although the forthcoming Bodycount looks impressive), so this is only worth buying for a bit of a novelty, and even then, only if you can find a pack at a reduced price of about £30.

MUST-HAVEABILITY: *



MEGA DRIVE



SEGA MOUSE

BY: SEGA

PRICE: 29.99

This new mouse is quite impressive and very easy to use. However, being very new there aren't many titles programmed to accept it. The forthcoming Bodycount is compatible, as is Populous II (Virgin) and Powermonger (EA). Not an essential buy at the moment, but keep a look at for new titles that support it.

MUST-HAVEABILITY: *

LIGHT PHASER WITH OPERATION WOLF

BY: SEGA

Master System

PRICE: £29.99

Console light guns have always been a bit of a novelty item which are released with two or three games, then pretty much forgotten about a year later. The Master System Light Phaser is no different, and while pointing your gun at the on-screen targets is fun for a short while, you'll soon be back to jumping Sonic around with your joypad. The gun comes packaged with a selection of pleasant target shooting games, but beyond that the selection of software is very limited. However, this is a pretty good buy, because the conversion of the popular 3D shoot 'em up coin-op is definitely the best Light Phaser game available on the Master System and the whole package is no more expensive than a decent Master System cartridge.

MUST-HAVEABILITY: ***

INFRA-RED CONTROL PAD

BY: SEGA

PRICE: £19.99

Master System

If you like to sit at the other end of the room from your Master System when you're playing you probably find those joypad cables a bit of a bind. Well, no more, because these pads, which work like TV remote controls, send infra-red commands to a receiver box on the top of the TV, letting you position yourself as far away from the screen as 20 feet. Plus, you don't get wires all over the floor. On the downside, you have to bung quite a few batteries in the back of the pad, which adds to the cost of what is basically a fairly pointless and none-too-cheap add-on.

MUST-HAVEABILITY: *

CONTROL STICK**BY: SEGA***Master System***PRICE: £12.99**

This joystick is designed for those of you who just can't get on with your control pads. Don't be put off by the strange shape - it's reasonably comfortable to hold and the stick and buttons respond well, even though, like Sega's Megadrive joysticks, they're not micro-switched. Not a bad old stick at all.

MUST-HAVEABILITY:*****RAPID-FIRE UNIT****BY: SEGA****PRICE: £4.99**

If you play a lot of shoot 'em ups you may find the fire buttons on your poor old pad are getting a bit run down. Well, this gadget could save the day. It plugs between your pad and the console and, once activated, turns the signal from a held-down fire button into a steady stream of non-stop shots. A good idea.

*Master System***MUST-HAVEABILITY:*******TV TUNER***GAME GEAR***BY: SEGA****PRICE: £59.99**

Plug this into your Game Gear cartridge slot, extend the aerial, twiddle the tuning knob and... nothing, because you forgot to switch the Game Gear on. With the juice on, though, you've got the equivalent of one of those diddy Casio colour TVs

for about £20 less. A neat idea, but none too essential considering you'd probably never be able to watch a whole Saturday night's worth of telly before the batteries ran out.

MUST-HAVEABILITY:****CAR ADAPTOR****BY: SEGA****PRICE: £12.99**

That old power problem solved once again. In the midst of those long, tiresome car journeys you can enjoy a bit of Sonic-type entertainment by plugging this into the car's cigar lighter socket. Just don't let the driver have a go while you're still on the move.

MUST-HAVEABILITY:****GAME GEAR***RECHARGEABLE BATTERY PACK****BY: SEGA****PRICE: £24.99**

Yep, more power problems solved. This lets you use your Game Gear as it was meant to be used, ie on the move, without you having to take out a controlling interest in Ever Ready. True, it's not super-cheap, but the battery pack can be recharged over and over again, which is a bit more cost-effective than buying six new batteries after every four hours of play.

MUST-HAVEABILITY:******A/V CABLE****BY: SEGA****PRICE: £4.99**

If you were rich enough to buy a TV Tuner, chances are you may have a video camera knocking about the place somewhere as well. If so, you can connect the two up, using this cable, for instant full-colour portable playback on those all-day, out-of-the-way shoots. Hey, you never know.

MUST-HAVEABILITY:***MASTER GEAR CONVERTER****BY: SEGA****PRICE: £14.99**

This IS a good idea. Attach it to your cartridge slot and you can plug Master System cartridges into your Game Gear. Pretty good really, because although there are a lot of Game Gear titles which are the same as their Master System counterparts, there are a load of smart Master System games which are unavailable on the Game Gear, such as Impossible Mission and Gauntlet and RPGs like Phantasy Star. If you want to expand your software horizons at a stroke, this is a must.

MUST-HAVEABILITY:******SUPER WIDE GEAR****BY: SEGA****PRICE: £14.99**

Having trouble with your eyes and that weeny 3-inch screen? You could give this a go, then. It's a magnifying lens which bolts onto the back of the Game Gear and covers the screen, making everything look bigger. It works, and it might even help your gaming if you're a bit short-sighted in the first place.

MUST-HAVEABILITY:****UNIVERSAL ADAPTOR****BY: SEGA****PRICE: £9.99**

The big problem for Game Gear owners is keeping their console going, because the backlighting on the colour screen drains batteries in mere hours. Hence, if you're playing with your GG at home, it's a good idea to run it off the mains, which is where the universal adaptor comes in. Plug it into your nearest socket and 9 volts of DC current go surging into your Game Gear, powering your gaming fun until the local power station melts down.

MUST-HAVEABILITY:******GAME GEAR*

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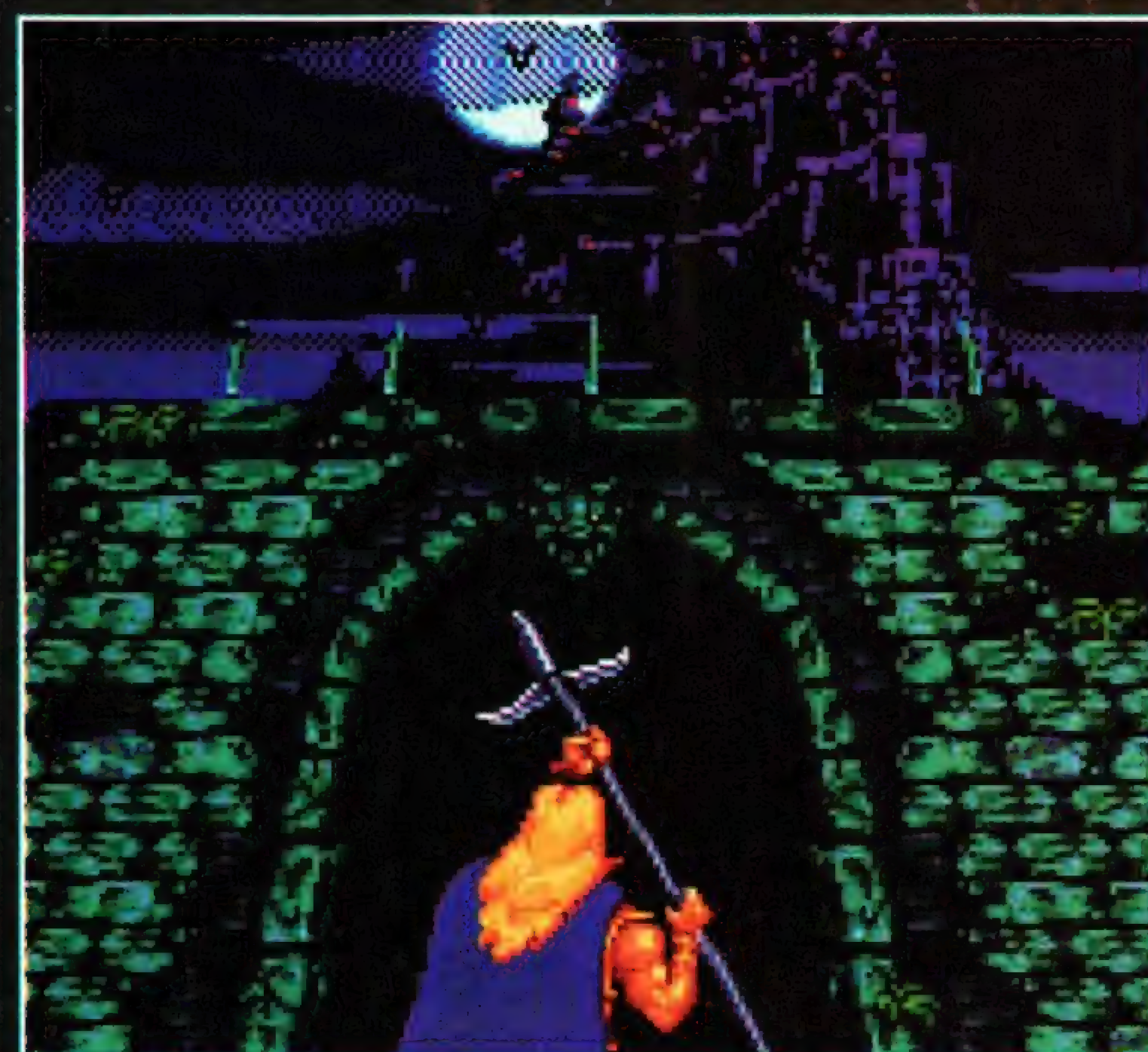
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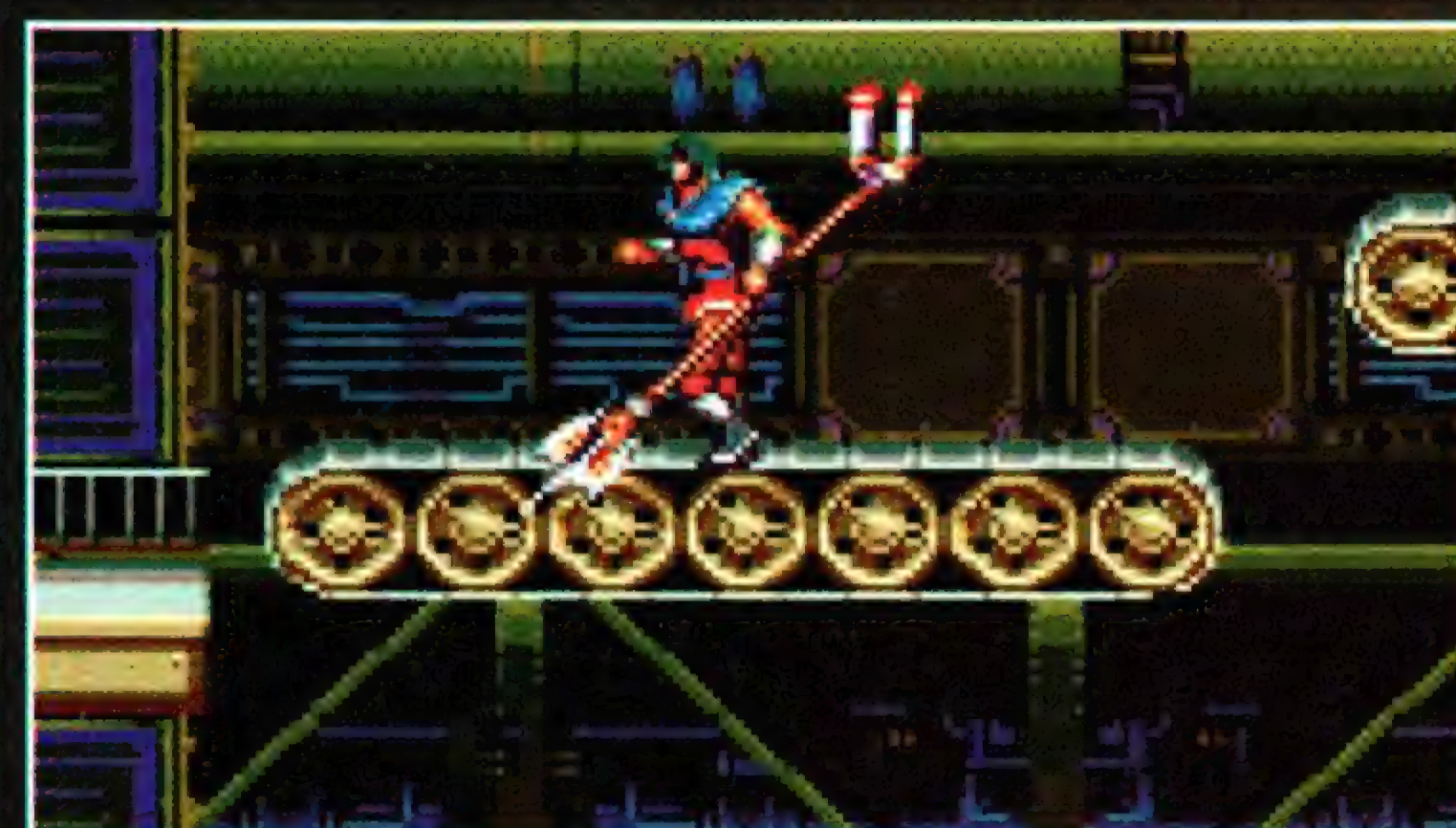
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▲ This is the spooky intro sequence.



▲ On the conveyor belt tonight... a cuddly toy, a kind of facial sauna thing, a vampire hunter...



▲ Eric poses impassively with his halberd.



▲ A dramatic scene here.

SHOWCASE FEATURE

YOU'RE SO VANIA!



The Castlevania name is synonymous with classy platform action second to none - however, Konami have not seen fit to release a version for Sega consoles... until now. Richard Leadbetter investigates Castlevania: The New Generation.

Castlevania? What a surprisingly apt name. The original game was after all about a castle in Transylvania - mix up the two key words there and...

Castlevania, geddit? Indeed, that self-same fortress makes up the entirety of level one in Castlevania: The New Generation.

Many decades have passed since the last battle between Simon Belmont and Dracula. It is now 1917 and the Belmont bloodline

continues in the form of two of Simes's descendants - John Morris and Eric Lecarde. They have banded together to form an alliance against an evil countess (called Elizabeth Hartley) who has travelled to Transylvania in order to resurrect the power of Dracula. Once again the platform levels of Europe have been infested by the undead and only our two heroes can save the day, and perhaps even the whole week if we're particularly fortunate.

So that's the fascinating storyline - what's the game like? It is rather similar to the Castlevania titles that have been released on other consoles (and there was even a limited release Castlevania coin-op too that no-one apart from Jaz Rignall remembers). However, the Castlevania games have a history of incorporating extremely memorable "set-pieces" - levels that look totally new and extremely impressive. The Megadrive game continues the tradition, but more of that later.

The games also have a history of being extremely playable with loads of hidden rooms and bonuses that really boost the game's lastability - essential because Castlevania games are also a bit easy (a trait that unfortunately makes it way into the New Generation).

The New Generation is a remarkable Megadrive release, heightening Konami's reputation as producers of excellent games. Take a look at the following pages to sample some of the wonder... and indeed, the blood-chilling "terror" that Castlevania has to offer.



▲ Aieee! It's the hideous Howling Zombie Dog boss! Run for your lives!



▲ Oh no! It's the Disembodied Ghost Knight Suit of Armour boss! Run the other way!



▲ Eeks! Right into the path of the Giant Frankenstein's Monster boss! Flee! Flee!



▲ Double aieee! It's the Monstrous Zombie Ghost Bone Dragon! Cover in fear! Plop in your pants!



▲ The brilliant collapsing bone bridge sequence.

TECHNICAL EXCELLENCE

The Megadrive hasn't got hardware scaling and rotation has it? Well, actually it has got the rotation bit - it's just that it is something a stunt that the graphics chip is able to pull off and only the best programmers seem to know about it. Castlevania pulls off some utterly stunning rotation - as we say in our review, the Leaning Tower of Pisa is a particularly classic moment.

Konami aren't the first programmers to use this particular hardware trick. No, that honour goes to Britain's very own Core Design, fast establishing themselves as having some of the globe's greatest programmers amongst their number. Their rotating dinosaur in Chuck Rock II: Son of Chuck was the first example of playfield rotation on the Megadrive (and is a lot smoother than the effect in Castlevania, actually). Crack programmers, Treasure, followed this stunt up in the now classic Gunstar Heroes (check out our Treasure feature this month).

So, how does the Megadrive pull off this trick? According to some Megadrive programming friends of mine, it's to do with something known as an "off-set register" in the Megadrive's custom graphics chip that manipulates an on-screen image. Full 360 degree rotation isn't possible, but the effect is still excellent if used correctly.



WEAPONS OF DESTRUCTION

Wall-mounted ornaments harbour deadly secrets in Castlevania. Lay into them with your weapon and they produce extra weapons for you to use in your fight against evil. When your primary weapon is fully powered-up, collection of one of these tools gives you a powerful smart bomb weapon.



AXE: Not to be confused with Jimi Hendrix's guitar - this is an axe of the cutting variety.



HOLY WATER: A bit of a duffer actually, although when the flask explodes, the water shoots along the floor attacking any meanies. Intriguing.



BOOMERANG: Pretty smart, lob one at the enemy and two hits are inflicted (it comes back, you see).

CASTLEVANIA FAMILY ALBUM

And lo it was written on the Castlevania introduction sequence that the Belmont family would be cursed forever, driven into eternal combat against the forces of darkness, led by the evil Dracula.

In truth, the Belmonts have had a particularly bad time from that sinister, blood-sucking agent of darkness. Simon Belmont was the first in the family to do battle with the demonic fiend - several times in fact. Then, the torch was passed down to his son, Christopher Belmont. He looked and moved exactly like Simes and used a whip as well). His descendants have found their way into Castlevania: The New Generation and they're just a tad different...



NAME: JOHN MORRIS
BORN: 12 December, 1895.
BIRTH PLACE: Texas, USA.
WEAPON: Vampire Killer.
What can you say about Johnny Morris? When he's not doing voiceovers of amusing wildlife footage and lurking around zoos pretending to be a warden, he is in fact a highly trained vampire killer. His weapon, the "vampire killer", is in fact a whip. It can be powered-up several times until it is a lethal plasma weapon. His whip can be used as a "swing" to cross large gaps.

As well as weapons for your specials box, the ornaments also provide some other useful commodities. As well as bags of coins (bonus points), the following power-ups reveal themselves.



CHARGE: The currently selected special weapon is given an extra charge with this helpful little icon.



INVINCIBILITY: Pretty straightforward actually - temporary invulnerability!



MIRROR: Vampires can't see themselves in mirrors. However, this knowledge seems to be their undoing. Collect a mirror and every vampire meanie on-screen explodes when confronted by this clear violation of the laws of physics.



1-UP: Extra life! There aren't many of these about (in fact, we counted three).



NAME: ERIC LECARDE
BORN: 3 May, 1892.
BIRTH PLACE: Segovia, Spain.
WEAPON: Alcarde Spear.
Eric's a tad older than John and it shows, his extra years being spent on getting to grips with a better weapon. With the aid of his spear, he's a very formidable presence - very capable and deadly in the right hands. He can power-up and use his spear as a kind of polevault and the spear can also be twirled as a defence shield. Not surprisingly, the spear has also a better range than Morris' whip. He's so good, he can virtually complete the game by himself. Recommended to players who want to show off.



▲ The animation on this knight is superb.

LEVEL ONE: RUMANIA

The remains of Dracula's fortress are your first destination in your quest to purge Europe of Dracula's influence. This is an exceptionally simple level to complete, but gives you plenty of opportunity to get to grips with your chosen warrior. A werewolf whose howl breaks windows (bringing deadly glass down on you!) is the first boss to overcome. Get to the ruined peak of the fortress and confront an undead boss warrior in order to progress.



TRANS-EUROPE EXPRESS

Castlevania's six levels are spread across the mainland of Europe - beginning in Rumania and ending up in Paris - at the Palace of Versailles actually. Over to the 1917 equivalent of Magenta De Vine to talk you through the sites of vampire-infested Europe.

LEVEL TWO: GREECE

The second level of the game uses a totally new Megadrive technical trick. The bottom half of the screen (the tide) mirrors exactly what the top-half is doing. Do battle with minotaurs and watch out for the rising tide as you battle to reach the end of the level. Using your weapon, key parts of the scenery can be moved in order to progress - a nice addition to the gameplay. A vast, underwater rock creature has to be defeated in order to move on.

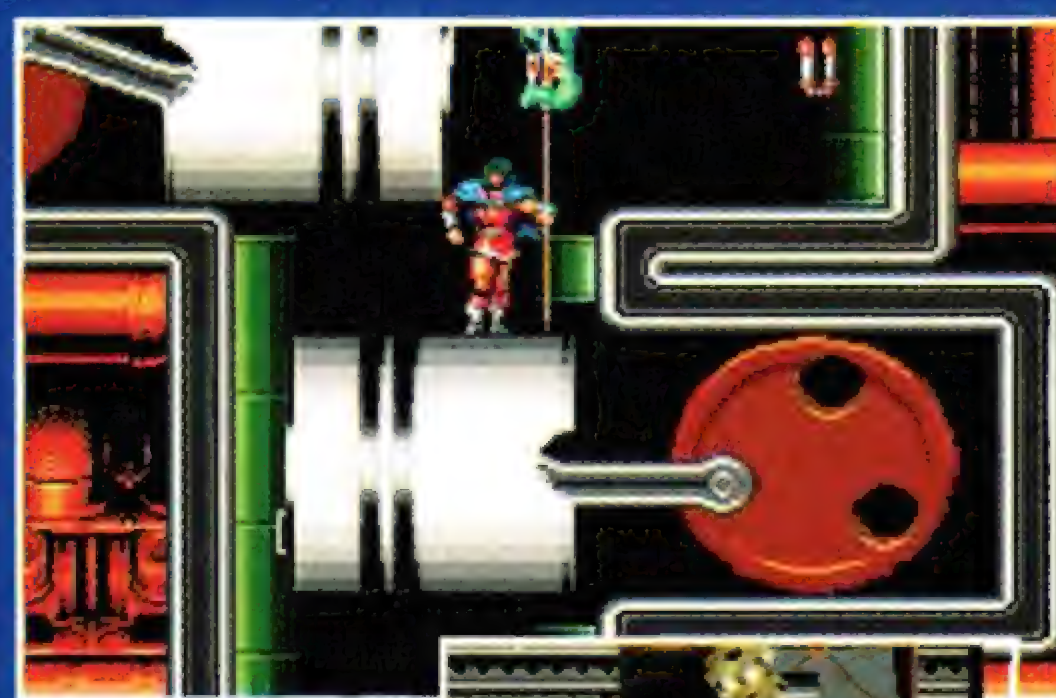


▲ Hit the head of the statue and it collapses, creating a bridge over an otherwise impassable gap.

▲ Destroy the Hydro Wizard before he fills the screen with water.

LEVEL THREE: ITALY

Vampires have been sited camping out on the Leaning Tower of Pisa and it's down to either John or Eric to sort them out. The problem is, using their foul demonic ways, the Tower itself has been possessed and it uses its leaning powers to the utmost! Some utterly excellent play-field rotation makes this level the best in the entire game. However, beware! An enormous demon is awaiting you at the top of the tower and he's not in the most sociable of moods - even for a foul demonic monstrosity from the underworld.



▲ This piston level is easy enough.



▲ More ace animation here.

LEVEL FOUR: GERMANY

Germany, 1917 - towards the end of a bitter war, the Germans devoted a vast amount of resources into creating an effective industrial stronghold. However, the forces of evil have possessed one of the larger factories and only you (in control of your vampire killer) can rid Germany of this foul plague. Again, smart graphics abound in this particular part of the game. The boss is particularly smart - an superbly animated automaton dedicated to ridding the world of vampire killers. Again, like the Leaning Tower of Pisa, there are some exceptionally smart graphical effects to behold.



▲ This is the mega-impressive Leaning Tower of Pisa. The wobbling effect is extremely good.

▲ Look everyone, it's John.

LEVEL FIVE: FRANCE

The Palace of Versailles is the setting for level five (and indeed level six). Here, the forces of evil have tried just about everything to keep you away from the evil Countess. Even the foliage in the palace ground is alive with evil! Make your way through this level, doing battle with everything the enemy throw at you. Every graphical trick in the book is used in this penultimate level, including an all-new multi-modal reflection technique (pictured) that sure is confusing to even the most experienced of platform players. Colour filters (never before seen on the Megadrive) also find their way into this level, as do a veritable jamboree of bosses to fight your way through.



▲ ...Even the very vegetation is alive with evil.

▲ Beware the evil laser eyeballs.

LEVEL SIX: THE FINAL CONFRONTATION

We're going to leave this level a bit of a surprise for you to uncover should you decide to purchase this fine game. Suffice to say, the evil countess has bonded with the spirit of Dracula and Eric and John have a somewhat difficult time in the inevitable Final Confrontation.

SEGA

MULTI-MEGA TECH SPECS

MICROPROCESSORS: Two Motorola 68000 CPUs and a Z80 processor.

ACCESS TIME: Less than a second.

SOFTWARE: Fully compatible with all Sega Megadrive, Mega-CD, audio CD and CD+G titles.

AUDIO CHARACTERISTICS: 16-bit Digital Audio converter with eight times internal oversampling digital filter.

Frequency range: 20Hz - 20KHz

Signal-to-noise ratio (S/N): >90dB @ 1KHz.

Channel Separation: >90dB.

AUDIO OUTPUT (Stereo): Line Out: Mini-Jack, stereo headphone jack with volume control (headphones optional).

BATTERY POWER: 2 "AA" batteries.

Alkaline batteries recommended.

DIMENSIONS: Width: 7.8 inches.

Depth: 5.5 inches.

Height: 1.8 inches.

WEIGHT: 1.5 pounds.



THE PORTABLE MULTIMEDIA SYSTEM!

SHOWCASE FEATURE

The all-new portable Multi-Mega is one of Sega's best-kept secrets - it's a Megadrive, a Mega-CD AND a CD player and it's utterly amazing. SEGA MAGAZINE was the only European publication invited to see the new machine before its premiere at the January Consumer Electronics Show in Las Vegas. Richard Leadbetter brings you his report.

The Sega Multi-Mega is an exceptionally smart piece of kit - a compact multimedia games system packed into a portable CD sized case.

Within the sleek, black casing is a highly compact PCB, packed with the architecture of both of the Megadrive and Mega-CD. It is TOTALLY compatible with every game for both systems and can also be used with a vast range of different hardware peripherals. What's more, when you aren't using the system for all your videogaming needs, the Multi-Mega doubles up as a high-quality portable CD system.

The machine has two very distinct modes - the music mode is for listening to your CDs whilst on the train or wherever. In this mode, power is taken directly from the two AA (walkman-size) batteries which you need to install. Of course, you can also use the Multi-Mega at home as a top-notch CD player (a line-out socket is fitted as standard). You can also save battery power by using an AC adaptor.

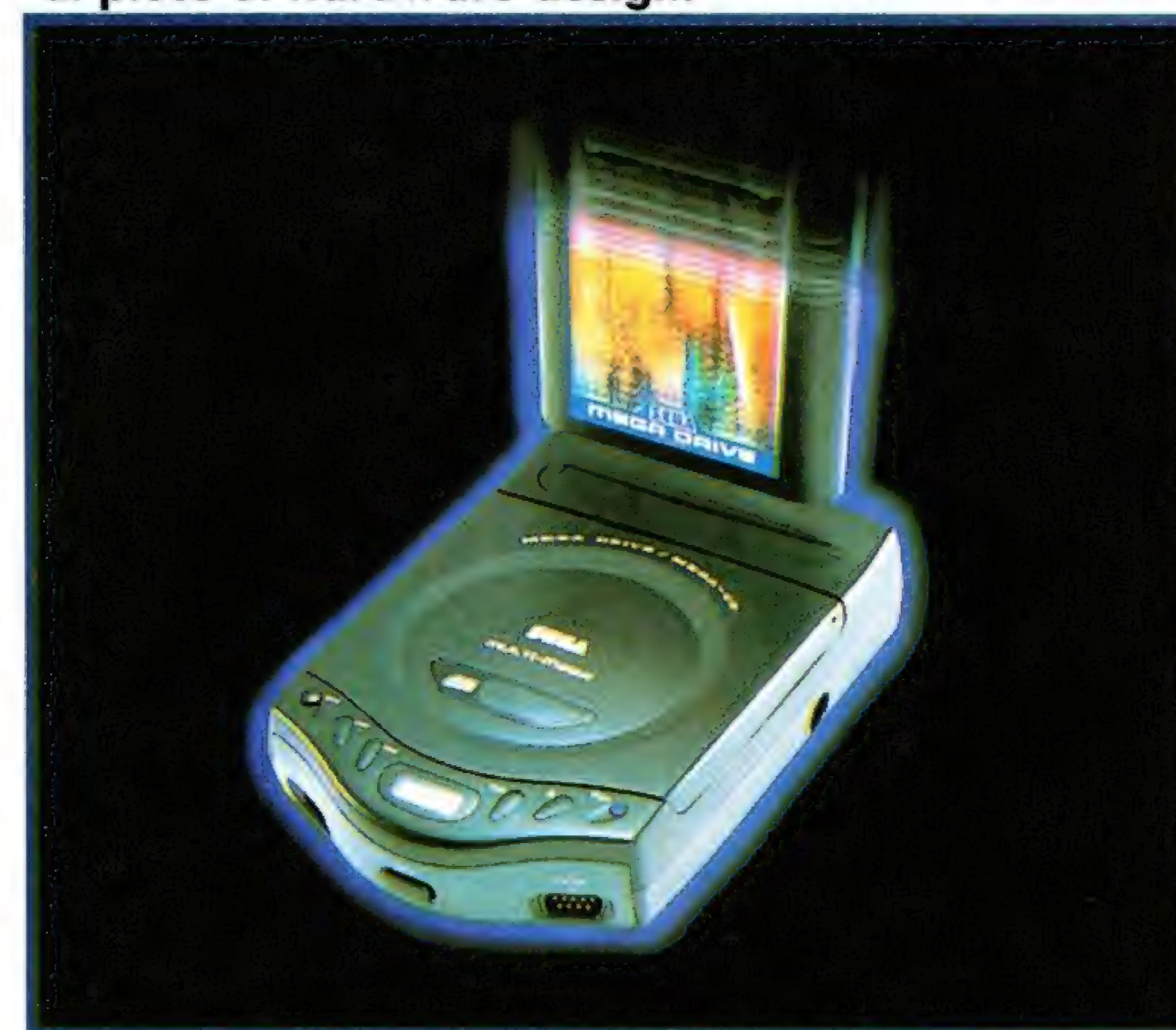
The game mode turns the Multi-Mega into a portable Megadrive and Mega-CD - be aware though that the system requires a lot of juice to run in this mode, so at this point you need to make use of the supplied AC adaptor. Mega-CD games are loaded by using the CD drive and there is a special slot on the top, at the rear of the machine that allows you to use your Megadrive cartridges.

The Multi-Mega package looks very impressive indeed. Packed with the machine is one six-button Sega joypad, an AC adaptor, batteries, a stereo monitor cable AND a Mega-CD title and Megadrive cartridge. Specific titles that are bundled with the machine are yet to be announced, but Sega's European Product Director, Barry Jafrato assures us that the quality of the software will match the impressive nature of the hardware.

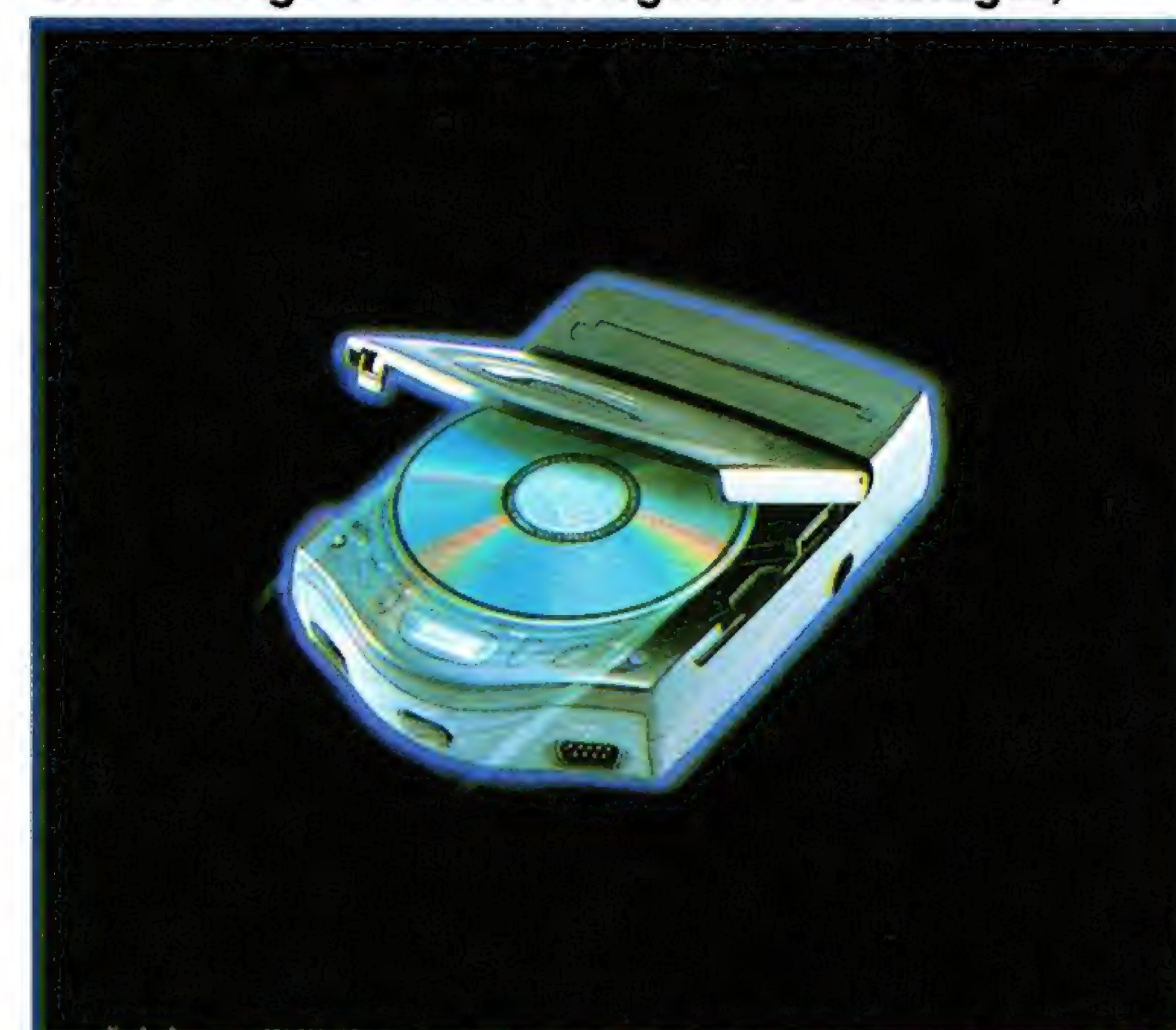
Sega are marketing this machine as an aspirational item, designed to appeal to an older age group. Also, for that reason, stocks of the machine are **strictly** limited - so if you want one, you'd better get saving now. The Multi-Mega will be released officially in April, 1994. A price tag has yet to be confirmed, but will probably come in at around £350.



▲ The Multi-Mega oozes class - it's an exceptional piece of hardware design.



▲ The Multi-Mega is fully compatible with the entire range of official Megadrive cartridges,



▲ The CD drive is used for playing your audio CDs or making use of the Mega-CD option.

SEGA

Welcome to this month's edition of Budget Games - the area of the magazine dedicated to telling you about top-class software available at that very nice budget price tag. This month, Richard Leadbetter investigates the cream of the Megadrive crop, all available now for only £19.99!



DICK TRACY

This game is a horizontally scrolling shoot 'em up, similar in execution to the ageing ESWAT, but based around the phenomenally unsuccessful Warren Beatty film, Dick Tracy. I must shamefully confess publicly here in the pages of SEGA MAGAZINE that I did go to see the film in the cinema and thought it was utter rubbish. However, this Megadrive version is actually rather good.

You control Dick Tracy, running about the cartoon-style streets using your combat skills and Tommy Gun in order to rid the city of its resident "punk" population. Destroy the end-of-level bosses and pump them for information so you can track down the evil, and rather sinisterly monickered "Big Boy".

In terms of graphics and gameplay, Dick Tracy doesn't compare favourably with recent releases, however there is no denying that game is good fun and above all, rather playable. A nice budget purchase.

GYNOUG

Yes, I know that we covered Gynoug in last month's budget section and yes I know that Rad said in his article that it was excessively brilliant and well worth a look.

Still, I just had to include Gynoug in my round-up of the best Megadrive releases because, quite simply, it is totally brilliant. It's one of the best sideways scrolling shooters available for any 16-bit console, featuring amazing graphics, fabulous sound (a real put-it-through-the-HiFi-job) and mega-addictive gameplay.

It is over a couple of years old, but the fact that I still play it now is testament to its sheer playability and lastability. An audio-visual feast of absurdly enormous proportions and a damn fine blast - all for the piffling sum of £19.99. Why are you still reading this? Get down to your local purveyor of fine software and invest in this classic cartridge immediately (if not sooner). I trust my point is clear.





ALISIA DRAGOON

In actual fact, this is a very impressive, highly playable platform game with oodles of levels, loads of depth and a rock hard challenge. You control the eponymous Alisia Dragoon (fantasy-type female with skimpy clothing) who has an intimate relationship with dragons.

This basically means that when her land is threatened she can count on their support as she traverses the platform levels, using various types of magic in order to dispose of the enemies. There are three different dragons Alisia can use in her quest, each with their own specific strengths and weaknesses. All in all then, a rather excellent little platform game and (you guessed it) a steal at the price.

REVENGE OF SHINOBI

This is another one of those "yes-we-know-we-covered-it-last-month" jobs, but I feel it is my duty to "remind" you that Revenge of Shinobi is one of <I>the<P> classic Megadrive games and not to own your own personal copy is tantamount to blasphemy.

You guide ace ninja dude Joe Mushashi through multiple platform levels, kicking shinola out of the evil Zeed meanies who are bent on taking over the world! Revenge of Shinobi packs a mean challenge, is graphically excellent and boasts some of the best Megadrive music ever - all this from one of the first Megadrive releases ever!

It compares very favourably with the recently released sequel, Shinobi III, and is a highly advisable (and indeed impressive) buy. One of the best £19.99s you'll ever spend.





RAMBO III

Ah, it just seems like yesterday, but I can still remember the national outcry in response to "Sly" Stallone's over-the-top-and-pretty-rubbish-really Rambo series of films. First Blood was all right, Rambo was, er, intriguing, but Rambo III was total rubbish ("Sly" versus entire Afghanistan army... and emerges victorious!).

However, all this shooting stuff makes for fine videogaming action and that is exactly what the Megadrive version of Rambo III is. It is one of the oldest titles available for the machine and it is very very simple, but it is just excellent fun to play. Run around the scrolling levels, blasting enemy soldiers and rescuing "our boys". Good stuff and (you guessed it), a snip at the price.



SPIDER-MAN

I'm a big Spider-Man fan and think that just about every Spidey game released so far does little justice to the character and his abilities. This game is a pretty bad offender - Spidey gets molested by rats who drain his energy. Considering Spidey has superhuman strength (his punches have the concussive power of an exploding mortar shell!), this seems a bit odd.

Still, such propeller-head nit-pickings become distant memories once you pick up this game and start playing. It's platform action par excellence, with the player in control of Spidey, out to rid New York of the evil Kingpin and his murderous cohorts.

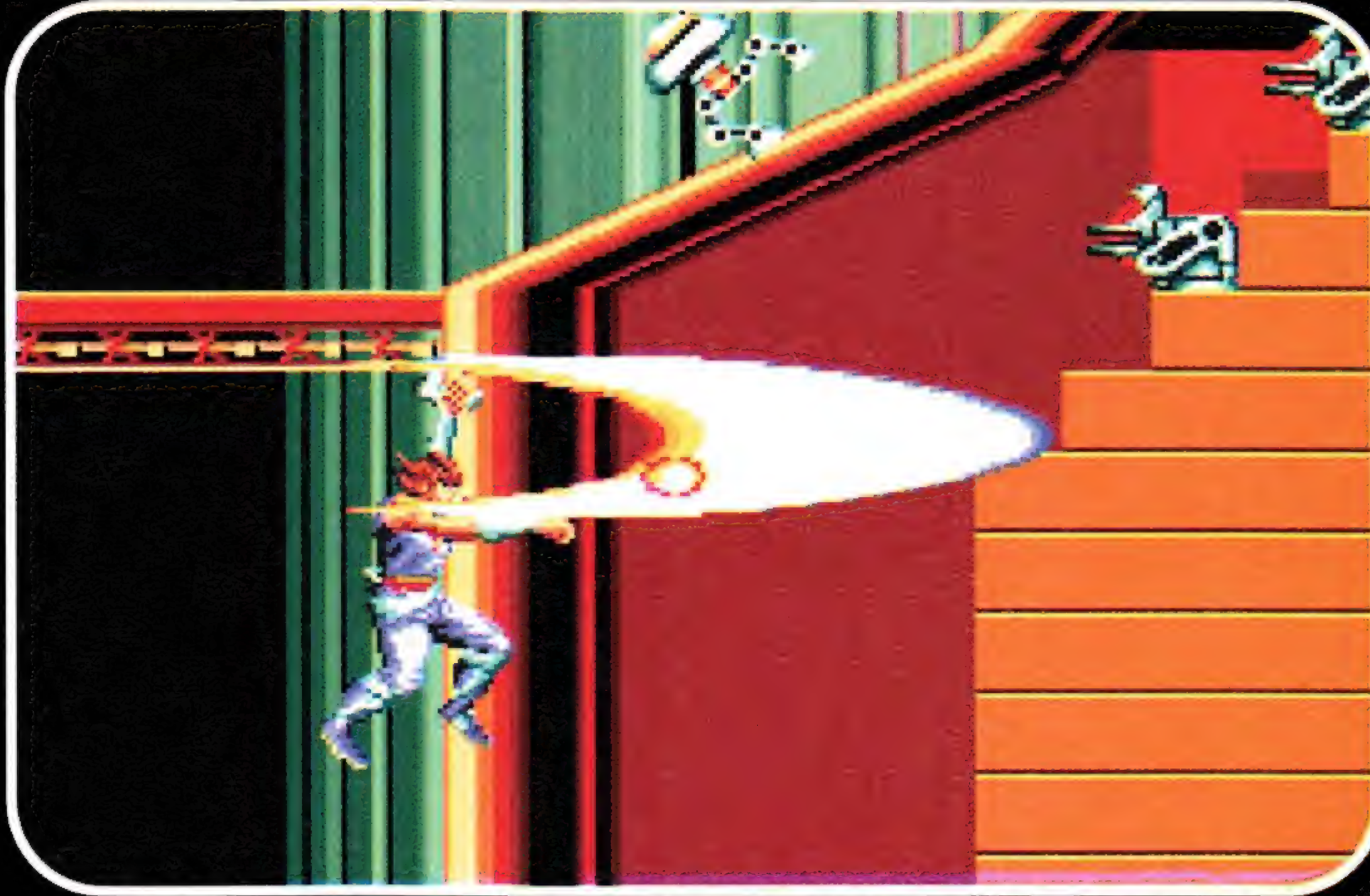
Quite tough, and basically a good platform game that's worth investigation at the twenty quid price-point.



STRIDER

Every Capcom coin-op conversion for the Megadrive has turned out to be utterly excellent and Strider is no exception.

Indeed, around three years ago (when this was first released), it was state-of-the-art platform gaming, cramming in just about every feature of the coin-op. The game is still remarkably good today. You're this Strider bloke, right, and you're charged with the task of infiltrating communist-controlled Moscow "somewhere in the future". Run around the platforms, using your gymnastic skills and enormous sword in order to dispose of the evil hordes. As you can see, the graphics are still remarkably good, and although it's a bit easy to complete, you'll still come back to this because it's such a joy to play. At £19.99, you'd be a fool to miss out on this one.



MERCS

I'm constantly surprised at how brilliant Capcom coin-ops are - and how well they are converted onto the Megadrive. This translation of Mercs is just about arcade perfect - the only difference is that the game is one-player only (the arcade had simultaneous three-player action). The actual gameplay though remains identical. What's more, it's even better than the coin-op! As well as the fabulous ARCADE mode, there is also a rock hard ORIGINAL mode that really boosts that lastability. To be perfectly honest, Mercs is an absolutely astounding blast that MUST be bought.

However, here's the bad news. According to my warehouse stock list, Sega have sold out of Mercs cartridges - disaster! Well, there's only for it - get down to your local software shop with £19.99 in your pocket and grab a copy of Mercs before they all sell out - got that?



SHOECASE

Due to the spooky, scary, downright terrifying nature of this game (or is it the acting?) and the sinister overtones of the whole Dracula scenario, it seems likely that Dracula Unleashed will be one of the first games to be hit with one of Sega's MA ratings. In case no-one explained this to you, this means the game is designed for a "Mature Audience", in this case, it's likely over the age of thirteen. Whilst this isn't legally binding, everyone would prefer it if all you pre-teens avoided buying this game in case you get upset.



▲ Juliet Adams is a friend of the family. She arrives on the scene to comfort Annisette Bowen in her time of profound loss (her father was killed by the death of one of the minions of the master of darkness).



▲ Whoops! It looks like your character has been possessed by Dracula. She's not so happy now, she's made you down and drinks.

LOVE AT FIRST BITE

SHOWCASE FEATURE

Welcome to the latest Mega-CD full-motion video extravaganza: **Dracula Unleashed!** Richard Leadbetter dambbers into a tweed suit, sprouts an enormous, bushy handlebar moustache and strides the evil, vampire-infested streets of Victorian London.

First of all, allow me to make one admission - I'm not really that keen on Mega-CD full-motion video games. With the notable exception of *Silpheed*, a lot of them seem linear and non-interactive. However, I do greatly admire the latest FMV release. *Dracula Unleashed* is simply brilliant, superb in a way I don't feel I have experienced before.

Out of all the releases we've had in the office this month, *Dracula Unleashed* has aroused the most interest. As soon as we loaded it up, everyone in the SEGA MAGAZINE offices had to come over to check this one out. The full-motion video is simply compulsive viewing - yes, it is technically impressive, but the real reason for its attraction lies in the acting. *Dracula Unleashed* is laden with atrocious performances and incredibly bad dialogue (check out our Best Scene analysis later on this feature) - making it utterly enthralling, and very entertaining stuff.

What's more, there's a game in there as well! An icon system similar, but superior to *Sherlock Holmes*, has been implemented and it works very well indeed. What's more, in terms of presentation, this game is brilliant. *Dracula Unleashed* covers all the bases extremely well - check out the review later on in the magazine for the criticism, stay here to learn more about this eerie game...



▲ Alexander Morris (that's you) confronts a certain Jonathon Harker - who immediately chucks you out of his house... charming.



▲ Click on the required destination and your character tells you how long it takes to get there by cab - useful for planning your time.



▲ As well as full-motion video, the game is packed with these stylised depictions of each of the game's locations.



Dracula's girlfriend, Annisette Bowen has not taken adequate "precautions", blood. Oooyah!

IT'S A GOOD GAME TOO

Oh yes, Dracula Unleashed does have some excellent (maybe unintentional) moments of high amusement, but we must stress that it is a *good game* as well. Much thought is required to beat some of the puzzles and the investigation (whilst similar in execution to Sherlock Holmes) is quite taxing and thought-provoking.

What's more, you can alter the course of your investigation by making use of the inventory window. Sometimes, the object you put in your hand might influence the course of events. For example, at one point you're given a present to deliver. Put that in your hand and deliver it (as you should) and you get a cross in return - essential in warding off the evil Dracula. Experimenting with this window and paying close attention to the FMV is essential, otherwise you might miss an important clue or lose the opportunity to get your hands on an important object or piece of evidence.

The game is exceptionally well presented. What particularly impressed me was the journal option. By accessing your journal after every encounter, you can write up the event - very handy if you want to re-check some facts later on in your investigation.

The game is very large as well - Dracula Unleashed is stored on two CDs - providing over a gigabyte of data in all.



THE CAST



ALEXANDER MORRIS

This is you - an American in London, investigating the death of your brother. Brash but good-natured, Morris is determined to get to the bottom of the Dracula issue - no matter what stands in the way.

BEST SCENES

Whether intentional or not, Dracula Unleashed is hilarious. It has a very strange element of comedy about it - sometimes it's the brilliant dialogue that has you "on the floor" - other times it's the actors' interesting impersonations of English people that raise the occasional guffaw.



THE HADES CLUB

You start the game in the Hades Club, where for some reason, you have been enrolled as a member. Enter the "sinister" Devlin Goldacre - you can tell he's a baddie owing to his twitching moustache and chilling disposition. If his speech about the Hades club doesn't have you "in stitches", his constant maniacal laughter will. A-ha ha ha harr!

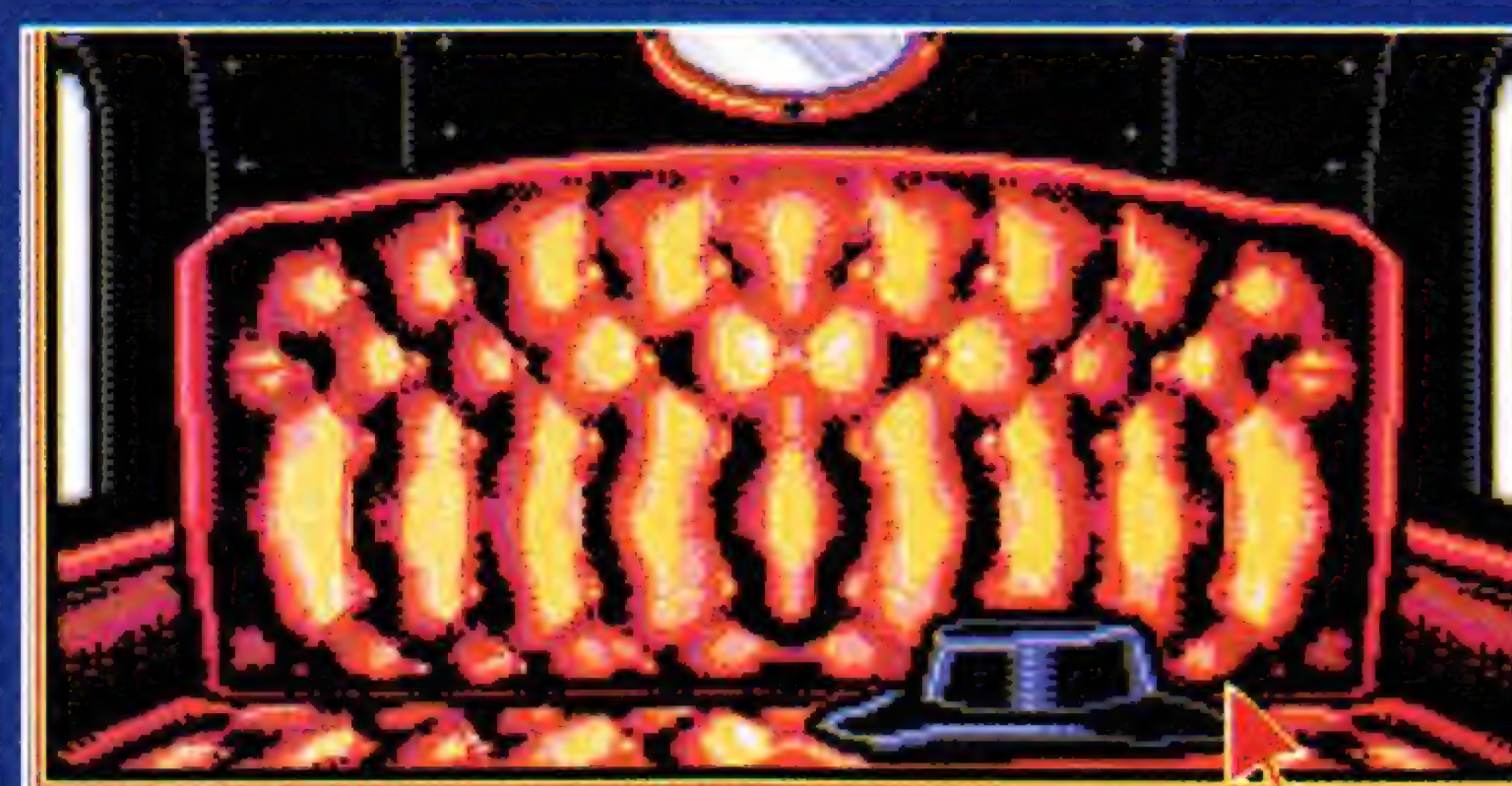


THE DEATH OF ANDREW BOWEN

Death isn't usually a light matter - but when you take a look at the corpse of Andrew Bowen, you are confronted with "his face - horrible, locked in sheer terror and white as the odd bit of cloth clutched in his hand".. Apparently he died from fright, although from this evidence, one or two different ideas about his demise spring to mind.

THE LUNATIC ASYLUM

In search of the elusive Dr Seward you enter the lunatic asylum - you can tell it's a loonie bin because there's a fat woman in the background trotting about with flowers in her hair whooping inanely. As soon as Seward's assistant tells you to go away, he gets out a blackjack and whacks the lunatic woman over the head with it! The background noises have to be heard to be believed at this scene. As your character writes in his journal - "[Dr Seward's] loonies are acting up". Indeed.



THE CAB

Get into any London cab and you have a most interesting discussion regarding your destination. However, the cabbie's voice is just utterly absurd - sounding even worse than Dick van Dyke in Mary Poppins, or Mr C in the Shamen's mega-hit "Ebenezer Goode". Happily, there is a variety of different cabbie voices to astound and indeed amaze!



THE HARKER RESIDENCE

Victorian etiquette is thrown to the wind as your character, Alexander Morris enters the home of Jonathan Harker (a person he's never met before) and proceeds to terrorise Mrs Harker with tales of decapitated men with all their blood drained from them. Not surprisingly, Mr Harker gets rather annoyed and chucks you out of his home! Enlisting Harker to defeat Drac is essential, so getting him so irritated early on in the game is not that good an idea... however, it's unavoidable.



ANNISETTE BOWEN

Alexander describes her in his journal as "the most beautiful woman in the world". We wouldn't go that far, but then again, we don't exactly see her at her best. Because her father is dead, she cries a lot over the course of the entire investigation. Also, unless you take preventative measures, she becomes the servant of Dracula and kills you in a particularly memorable scene.



DEVLIN GOLDACRE

Member of the Hades Club and a bit of an evil person. He doesn't like you much and tends to break out in mocking peals of diabolical laughter at the slightest provocation.



ALFRED HORNER

Looks like a bit of a Victorian train-spotter, but is in fact more of a vampire-spotter. He owns a bookstore crammed full of tomes dealing with vampires and mysterious women who drains young children of blood. Mr Goldacre is the controlling partner of this chilling establishment.



JONATHAN HARKER

He has dealt with Drac before and is horrified when you come blundering into his house talking about corpses drained of blood. Initially he's anxious to get rid of you, but enlisting his aid is essential in defeating the menace that is Dracula.



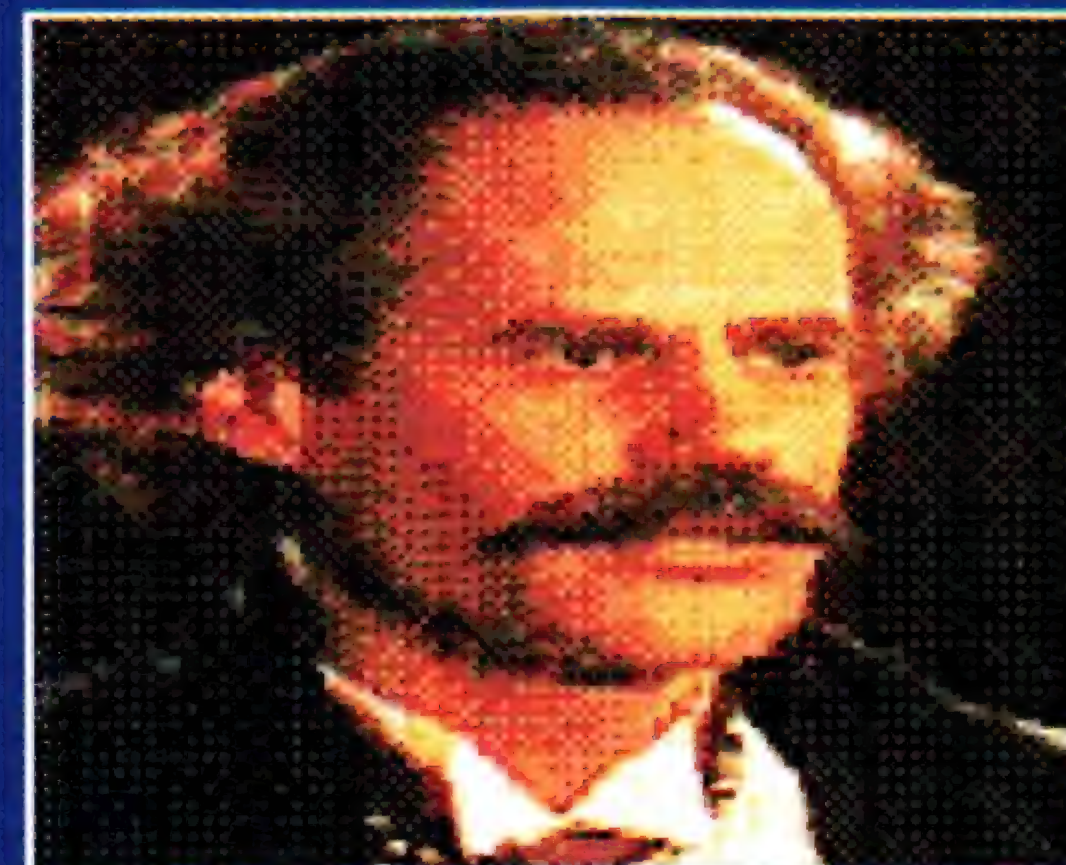
MINA HARKER

Jonathan's wife is another Drac-veteran who becomes extremely distraught when your character charges into her home and starts telling tales of hideous murder and decapitation!



JULIET ADAMS

She's a friend of Annisette's who comforts her in her hour of need. However, she tends to have some very strange vampire-related dreams and turns into a zombie-like figure by day two of the game.



MR STRANZAKOWSKI

Another member of Hades Club, his wife was killed by Dracula and now continues her existence as one of the undead. As you may imagine, he is not overly happy about this situation and tends to stay in the Hades Club downing many "cups".

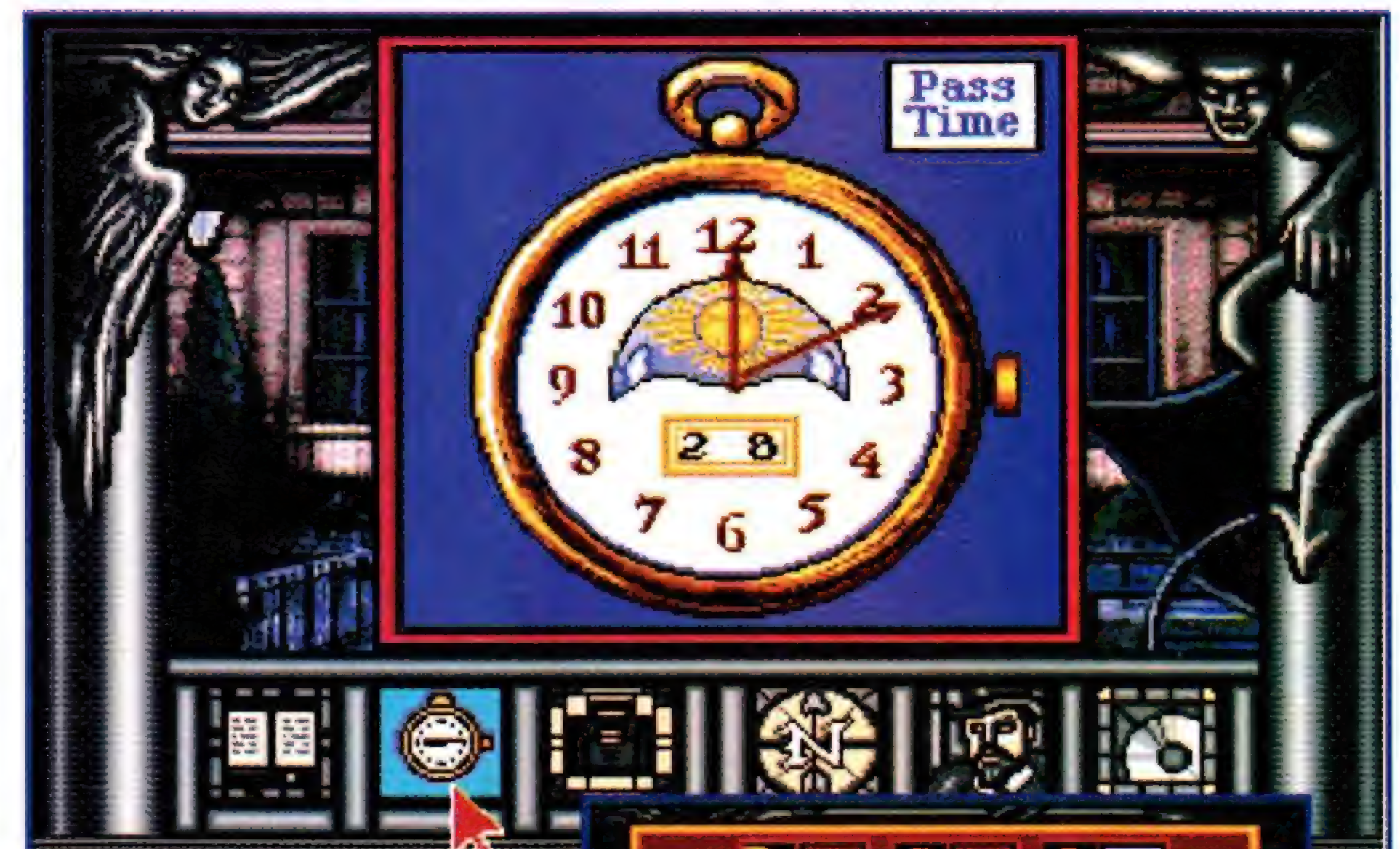


DR SEWARD

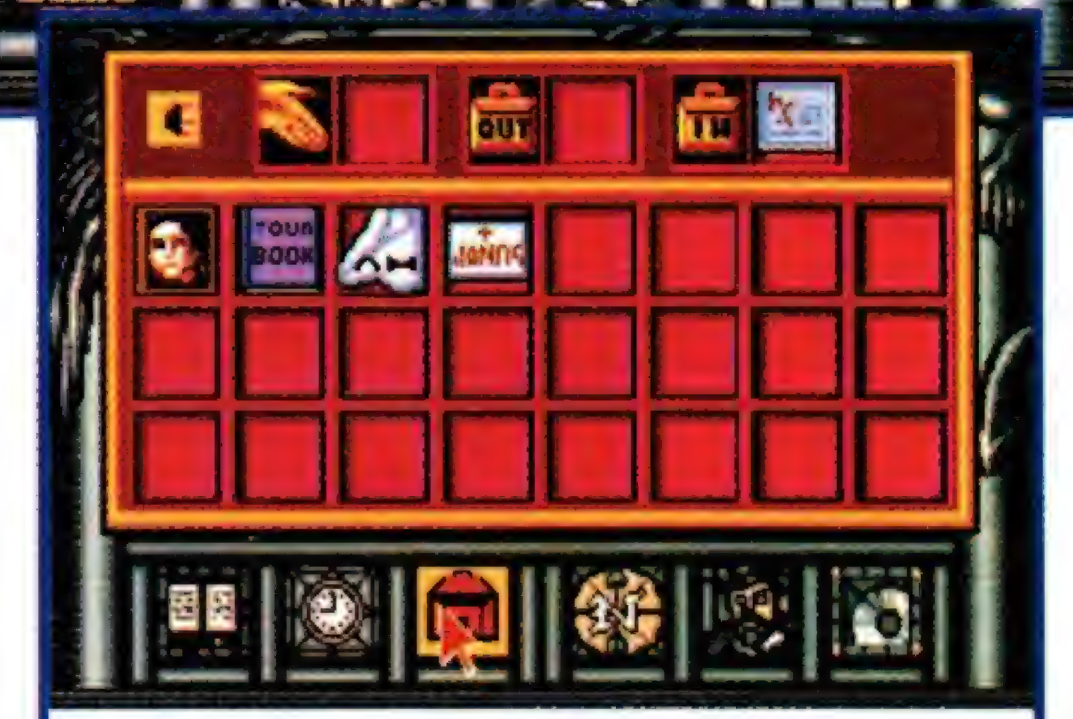
A student of Professor Van Helsing and a renowned vampire expert. He's written several books on the subject, but has somehow ended up running a lunatic asylum (see the BEST SCENES box for details on this hilarious establishment).



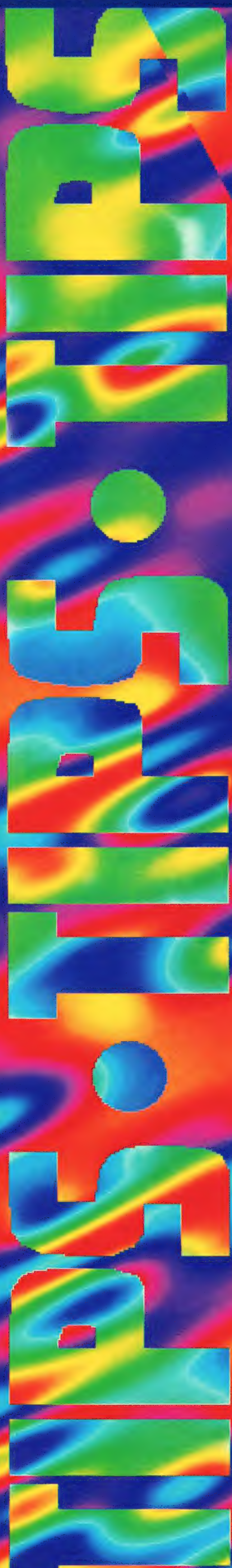
▲ Should you arrive at a place and no one's at home, a mysterious "minion" turns up to tell you to push off, basically. In this scene, Alexander Morris has arrived at the business address of Jonathon Harker. However, Harker's nowhere to be found. Perhaps it's time for you to turn up at his house.



▲ Click on the watch icon to bring up this lifelike rendition of a chronometer. If you can't tell the time, CD sound is used to verbally tell you! This is also the icon you require should you want to pass time - although every second is precious in the CD title that is Dracula Unleashed!



▲ The inventory window is the place to check out what is in your satchel - also useful for object manipulation.



The second SEGA MAGAZINE Tips section is here and with it comes yet another vast encyclopaedia of the greatest Sega gaming tips, both new and old. So buckle your barber's chairs and prepare yourselves. The Tips Frenzy is about to begin.

Do you have any good tips that you think we should know about? Then what are you waiting for? Send any good cheats, codes, maps or players guides to TIPS, SEGA MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. There's £150 of Sega software up for grabs to the sender of the best tips every month.

MEGA DRIVE

ALADDIN

If you want to skip a level in this Christmas' big game, just press pause and enter A, B, B, A., A, B, B, A This teleports you instantly to the end of the level.

AQUATIC GAMES

On the 100m sprint event, don't move until the penguin kicks James into the water. The kick is worth 10,000 bonus points and the timer is reset, so you still have a chance to finish the race in record time.

BATTLETOADS



Hidden in this game is a warp to level 3. At the beginning of the first level, head-butt the two pigs and then jump onto the grassy platform on the right. A warphole will suddenly appear. Enter it and you'll skip two levels. Mind you, you've got to be quick to catch the warp. It's easier if you use two players and have one wait by the hole.

BOB

If you're having trouble with this game, these codes could help you out.

PLANET 1: 171058, 950745, 472149, 672451

PLANET 2: 272578, 652074, 265648, 462893, 583172

PLANET 3: 743690, 103928, 144895, 775092, 481376

Also, when the words 'Foley Presents' appear on screen, hold down all the buttons on both joypads. A sound should ring out. Start the game and you'll have full ammo, remotes and unlimited lives.

CHIKI CHIKI BOYS

To access a secret options screen in this Capcom conversion, press A, B and C on the title screen.

● CHUCK ROCK 2: SON OF CHUCK

There's a level select in this game and here's how to activate it. Pause the game and press B, A, RIGHT, A, C, UP, DOWN and A. Now, whenever you pause the game and press A and RIGHT the game skips a stage. Pressing A and UP skips a complete zone.

● CYBORG JUSTICE



Start the game and build a cyborg in the assembly room. Now enter the game and press PAUSE, before entering C, B, B, C, C, A, C and B. If successful, a new options screen should appear, allowing you to change your weapons, increase your lives to a maximum of 225 and even select your level.

● DRAGON'S FURY

Had enough of the tunes in this excellent pinball game? Well, why not try some music from other games. Just go to the password entry screen and enter OMAKEBGM followed by any of these numbers to change the in-game music to the tune of your choice.

- 00 Thunderforce 2
- 01 Herzog Zwei
- 02 Thunderforce 3
- 03 Elemental Master
- 04 Shinkugyokuden (comes highly recommended)

● FATAL FURY



If you fancy battling for more than three rounds in this conversion of SNK's popular arcade beat 'em up, go to the controls screen and select one point, then press LEFT and B. The one should turn into a zero. Do this for both fighters and the fight will go on for, not four rounds, not five, not even ten rounds, but forever!

● F-22 INTERCEPTOR

In the Aces Challenge, as soon as the battle starts, go into a vertical climb, with your afterburners on so that the F-22 doesn't stall. Put the sun in the centre of your windshield and keep going. Now watch the screen at the bottom right of the control panel and you should see your opponents following you up. If they start firing their cannons they probably won't hit you, and even if they do, they won't do much damage.

Keep climbing and keep watching the screen and eventually you should see the other planes levelling off as they reach their ceiling. As soon as this happens, dive straight at them. Your extra height should be enough to give you plenty of time to line up your guns and rip the enemy planes to pieces before they have a chance to do anything. If you're too slow, simply dodge away and repeat the process until they're finished.

● GREEN DOG

To acquire rapid-fire discs in this non-surfing surfer game, press START, C, A, B, A, LEFT and LEFT at any time during play. A bell should sound and rapid-fire discs should be yours.

Also, press START, DOWN, A, C, UP, LEFT, LEFT during play, now unpause the game and voila, the game moves in slow-motion. When you've had enough of this cheat, pause the game again and press LEFT, RIGHT, UP, DOWN, A and C, to return the game to normal speed.

● INDIANA JONES AND THE LAST CRUSADE

Struggling to get through the second Circus Train level? Well here's the remedy. When Indy gets to the Magic Hat Truck, dispose of the baddies and avoid the cables, then stand over the small roof-top at the beginning of the car and jump four or five times. Indy should now fall into the car and warp right past the whole Train Level.

● JAMES 'BUSTER' DOUGLAS BOXING

There's a way to perform an awesome power punch in this game. In one player mode press A, B and C together when the fight starts and the punch is executed, causing an instant KO!

MEGA-CD

● AFTERBURNER 3

Go to options and set the view mode to Cockpit and the rolling mode to Free. When you take off push your afterburners to full and angle the plane to around 45 degrees. All you have to do now is keep the fire button pressed. The only time you come unstuck is when a plane comes up behind you.

● BATMAN RETURNS

Go to the options screen and set it to the Driving game. Now press and hold LEFT and hit B. Next move down to difficulty, hold LEFT again and press B. Do this on all seven options, then do them from top to bottom. If you've got it right you hear a ringing sound. When you're playing the game now C will advance you to the next stage!

● BLACK HOLE ASSAULT

Go to the code screen and enter BIGNET, AZY and MUTEKI. When you play operation BHA, select Bignet and plug a second pad into port two. Now when you're fighting press START on the second pad and your opponent crumbles into dust. Choose Muteki instead and START makes him invincible. And doing the same thing with AZY warps you into a version of Breakout called Black Ball Assault.

● COBRA COMMAND

On the title screen press START so the words CONFIG MODE appears then press UP, DOWN, LEFT and RIGHT. If you've done it correctly you'll hear an explosion. Now when Config Mode appears you should also be able to select Training Mode, which makes the game a lot easier.

● JAGUAR XJ220

Go to the part of the game where you name your driver, erase the current name for player one and enter MAR instead. Now if you pause the game at a start of the race just as the lights go green, press A, B and C together and you automatically qualify on that course.

● KRISS KROSS MAKE MY VIDEO

Press A, B, C and RIGHT on the caller screen to view extra video footage.

● ROAD AVENGER

Play the game like a video and fast-forward to any level you want by pressing UP on the title screen, entering the options display, highlighting 'Players' then pressing A six times. Now start the game and it asks you what stage you want to play on.

It doesn't end there, though. Do the same the previous cheat but only press A five times and hit B once. Now when you start the game you can sit back and watch the hold cartoon without having to touch the joypad.

● SILPHEED

During the opening intro enter DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B, START and a 'stage select' option should appear on the Game Start menu. Move right or left to set the stage and A, B or C to start the game. During the intro, press RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP and START. Now, whenever you press the A button on the second joypad the shield will go up by one unit. By hitting the A button on the second joypad quickly enough, you can effectively fly an invincible Silpheed ship. Press A, B and C on the second joypad when the title screen appears, and go to the options. The sound test will now be a voice test. You can even adjust the speed of the voices using the second joypad. During the opening intro, press B, B, A, C, UP, LEFT, RIGHT, DOWN, C, UP and A on the second joypad. Now, when you play the game, the last digit of the score will become a 1 and the game will be rock-hard!

● SOL FENCE

Press A, B, C, A, B, C, B, C, B on the title screen. Now go to the options screen and you should find stage and lives select options. If you press A and RIGHT simultaneously you're able to activate the invincibility mode.

● TIME GAL

To give the temporal travelling girlie a hand you can activate a level select by first getting onto the Game Start/Options/Visual Mode screen then pressing UP, LEFT, RIGHT, RIGHT and UP. If you've got it right you



hear a chime. And if you just want to watch, here are the visual mode codes.
BC 70,000,000: DODZILLA; BC 65,000,000: DINOSAUR;
BC 30,000: STONEAGE; BC 1300: ELEPHANT; BC 44:
OSIRIYA; AD 500: HARWORK; AD 666: DEATHOUL; AD
1588: SOUTHERN; AD 1941: WORLDWAR; AD 1991:
LANDMINE; AS 2001: RECKLESS; AD 2010: ASTEROID; AD
3001: MURDERER; AD 3999: BRANCHER; AD 4000: STAR-
WARS; AD 4001: THANKYOU

WOLF CHILD

On the options screen, press A, B, A, C and A and B simultaneously. If you've done it right, an explosion is heard. Now you can select a level in this way: Level One: Press START; Level Two: Press B and START; Level Three: Press C and START; Level Four: Press B, C and START; Level Five: Press A and START; Level Six: Press A and START; Level Seven: Press A, B and START; Level Eight: Press A, C and START; Level Nine: Press A, B, C and START

WONDERDOG

Make your canine-related CD activities far simpler with these level codes.
Dogsville: MYSTIC; Scrapyrd: ANKLES; Loony Moon:
LEDZEP; Planet Weird: REEVES; Planet Fossin: PIXIES; Planet Rainu: WOOPIE

MEGA DRIVE

ABRAMS BATTLE TANK

During the demo mode press B, B, C, B, C, C, C, B, C, B, B and C.

AFTERBURNER 2

Hold down A, B, C and press START to enable level select.

ALIEN 3

Go to the options screen. Press C, UP, RIGHT, DOWN, LEFT, A, RIGHT and DOWN on joypad two. Press C, A and B during the game to go to the next level.

ALIEN STORM

Plug both joypads in and when you're on your last life, press start on the other joypad to continue onwards.

ANOTHER WORLD

Level 2: HTDC; Level 3: CLLD; Level 4: LBKG; Level 5: XDDJ; Level 6: FXLC; Level 7: KLFB; Level 9: BFLX; Level 10: BRTD; Level 11: TFBF; Level 12: TXHF; Level 13: CKJL; Level 14: LFCK

ALTERED BEAST

On the title screen, press B and the START buttons to access the options screen.

ARNOLD PALMER'S GOLF

Go to the password screen and fill the top row with lower-case "f"s and the bottom one with "9"s for a completely new set of holes.

BACK TO THE FUTURE III

Pause the action and press UP and A simultaneously, followed by DOWN and A, then LEFT and A and RIGHT and A to go to the next level.

BATMAN

Pause the game, hold down B and press START to render the foe Batman is fighting harmless.

BIO HAZARD BATTLE

On the title screen hold down C, rotate the D-pad to the right and press START.

BUBSY THE BOBCAT

Here are the chapter codes.
Chapter 3: SCTWMN; Chapter 6: JMDKRK; Chapter 9: DBKRRB; Chapter 12: SLJMBG; Chapter 15: BTCLMB

BULLS VS LAKERS

Try these codes: KXOVBBB; NLOWFBBL; DBOBPBBC

BURNING FORCE

Press A, B and C together for a level select.

CENTURION

TAGY V6P5 QAAA
AH3K VKVA MIES

CHAKAN THE FOREVER MAN

Guide Chakan to the small platform above the sky portal and use the Passage spell to skip twelve levels.

COOL SPOT

Pause and press A, B, C, B, A, C, A, B, C, B, A, C to skip the level.

CHUCK ROCK

On the screen where the band is playing, press A, B, RIGHT, A, C, A, DOWN, B, RIGHT and A. Now hold down A, B and C and press start. When the game begins pressing UP and A will take you to the next level.

CRUEBALL

Go to the sound test and play tune six. While it's running press A, C, A, B and START. Now when you play the game press B and UP simultaneously to advance to the next stage!

CVBERBALL

65BB BXII BFEK

DAVID ROBINSON'S SUPREME COURT BASKETBALL

UAR123YIF

DESERT STRIKE

BQQQAEZ

ECCO

By entering six A's followed by two letters of your choice you can transport to almost any point in the the game.

EUROPEAN CLUB SOCCER

THREE
SHREDDER
WHEAT

EVANDER HOLYFIELD BOXING

Go to the boxing generation screen and name your fighter 'THE BEAST'.

F-22 INTERCEPTOR

USA: 6PGE202; Korea: BIOF8P; Iraq: GTGE8V; Russia: KSQGV; Ace's Challenge: MHOIKI

FLASHBACK

Activate your hidden alien-killing weaponry by entering PIXEL as your code.

GAIN GROUND

Press A, B and C together to access the level select.

GALAHAD

To gain infinite lives use the code LTUS. Skip levels by holding down A, B and C and pressing START.

GHOSTBUSTERS

Enter DN as your initials and then the following code: 315879632.

GHOULS AND GHOSTS

Go to the options screen and select exit four times. Then press A four times on the title screen followed by UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT. Now hold down B and press start. Sir Arthur is invincible.

GLOBAL GLADIATORS

To advance to the next level pause the action and press B, C, B, A, B, B, C, B, A, B and unpause. For the next cheat you need to be quick. When the bit with the SEGA logo appears, and it says 'Viiiiirgiiiiin', press C, B, A, C, B, A, C, B, A, C, B, A and a secret menu appears with options for infinite lives and start levels!

GOLDEN AKE

It's possible to begin this fine beat 'em up with nine continues! Simply select a one-player game, choose arcade mode, then press and hold the bottom-left corner of the control pad, making the warriors spin continuously. Next press A and C simultaneously; then let go of everything and press start.

GOLDEN AKE II

Here's a level select. When the intro starts, hold down A, B, C and press START. Keep holding A but release B and C. With A still held down press B and C again to get to the option screen. Still holding A highlight exit and press B and C to return to the main menu. Don't let go of A yet,

JOHN MADDEN '93



There's a handy little bug in this game that the more devious among you can take advantage of. When you happen to be ahead in any match, wait until the play descriptions appear on screen, ie. #12 SACKED, 16 YARD LOSS or #6 RUN FOR A 8 YARD GAIN. Now hold UP and keep tapping the C button. If this trick works, one of your players should run off into the distance, but the clock remains ticking, thus preventing the other team from executing their next play.

Here's another bug, only this one's just for fun. Choose a passing play and line up. Press C to snap the ball, then press A immediately. Your Quarterback should put the ball down and do a little jig. He does, of course, get sacked immediately. However, watch the replay and your quarterback appears as loads of frames of animation.

MAZIN WARS

Go to the options screen and select the last sound test (18) and the last SE TEST (72). Now start the game as normal and you'll be able to play the one-on-one boss battles only.

MEGA-LO-MANIA

There's a tricky little bug in this game that allows you to place men on an island without having them deducted from your total. Sounds interesting, huh? Well, here it is. Get onto the men-selecting bit, put as many men as you like on the island by pressing B, then go up to the island map and select your sector. Now quickly zip back to the men counter and press and hold C to decrease your forces. The trick is, this doesn't decrease your forces at all and to prove it, just have a look at the number of men you have when the game actually starts. If you're quick (and you have to be, because you only have until your opponents place their bases to press the C button) you can play every island with 98 men and yet never lose any from your original total of 100. And there's more! A hidden game of Asteroids, no less. Simply enter the code 'JOOLS' and ta da, Meteor blasting fun fun fun!

● MICRO MACHINES

To get yourself a faster vehicle on Codemaster's excellent racing game, pause the game and press UP, DOWN, A, B, LEFT, RIGHT, C and START.

Also, when the game is paused, improved road-holding can be yours by entering A, UP, B, DOWN, C, LEFT, START and RIGHT.

For more powerful crashes, enter C, UP, LEFT, RIGHT, A, B, A and C.

Tougher opponents can be yours by pressing, LEFT, RIGHT, LEFT, RIGHT, UP, DOWN, START and DOWN.

Even tougher opponents can be yours by pressing LEFT, DOWN, UP, DOWN, RIGHT, DOWN, A and DOWN.

For infinite cars press B, DOWN, C, DOWN, UP, DOWN, LEFT, DOWN.

Also, here's a rather nifty little tip. On level eight, the Bermuda Bath-Tub, there's a yellow tube near the end of the lap. Steer the boat around this tube instead of through it and you should go right off the screen, only to emerge halfway around the track on the next lap. It's a bit tricky to perform, but practice makes perfect.

● MORTAL KOMBAT

We showed you how to enter the secret options screen last month, but now we're going to tell you what all the FLAG commands on that screen mean. In case you missed the cheat, here it is again. On the 'GAME START' screen (the one with all the fighter faces scrolling down the sides), enter DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN. More easily remembered as DULLARD. Now here's the key to the FLAG commands.

FLAG 0: Player 2 can be killed in one hit.
FLAG 1: Player 1 can be killed in one hit.
FLAG 2: Puts silhouettes over the moon on the bridge level.
FLAG 3: Puts silly silhouettes over the moon on the bridge level.
FLAG 4: Makes the Reptile appear before each fight.

FLAG 5: Free play. Gives unlimited credits.
FLAG 6: The computer fighter always ends with a death move.
FLAG 7: Increases the difficulty level.

Also, if you've been wondering how to find the secret Kombateer known as the Reptile, get to the Bridge level and beat your opponent in two rounds, flawlessly and without using blocks, ending in a Death Move. The next level now takes place in the pit, against the Reptile, a green ninja with the combined powers of Sub-Zero and Scorpion.

Both Sonya and Scorpion's Death Moves require blocking to perform, making it seemingly impossible for them to face the Reptile. However, there is a way. When 'Finish Him!' appears on the screen, if they move to throw their opponent and then perform the Death Move halfway through, without using blocks, they should be able to face the Reptile.

● MUHAMMAD ALI BOXING



Here the passwords for both Arcade and Simulation Mode in this superb boxing game.

ARCADE MODE

007KEHCZ
007EBXCZ
0075B7CZ
007BBNCZ
0072B4CZ
007CCCCZ

SIMULATION MODE

H075CXCZ
H07BC7CZ
H0724NCZ
H07C44CZ
H07WNCCZ
H074NBCZ
H07ANECZ

To start Simulation Mode with four knockouts to your name try this password.

H07B4NCZ

● MUTANT LEAGUE FOOTBALL

Looking for some passcodes for this grotesque American Football game? Then look no further.

SLAMMERS v BASHERS
ROUND 2 CNB11111P
SLAMMERS v VULGARS
ROUND 3 CNG11111Z
SLAMMERS v SLAYERS
FINAL CNL11111Y
RAZORS v MONSTERS
ROUND 2 1C5111113
RAZORS v BASHERS
ROUND 3 1CF11111M
RAZORS v SLAYERS
FINAL 1CK11111H
VULGARS v MONSTERS
ROUND 2 4C511111B
VULGARS v SLAMMERS
ROUND 3 4CF11111G
VULGARS v DRAGONS
FINAL 4CK11111L

THE

THE

THE

press B and C to select the number of players. Now, keeping all three buttons held down, press START. Highlight your character (without letting go of the buttons) and push UP and START. By keeping A and C held down you should now be able to select your start level.

● GYNOUG

Highlight the difficulty setting and press A, B, C and START together. Additionally, you can get infinite credits by holding down A, C and LEFT on the game over screen. Finally, to get the level select screen, go to the controls option and hold down A for fifteen seconds.

● HARD DRIVEN

To spice up the practice mode hit B, C and START to begin the game. You should now find yourself pitted against the vehicles that appear in the race.

● HERZOG ZWEI

LHJKINAFAMA.

● THE IMMORTAL

Level Two: 757FC10006F70; Level Three: 6E1EC210000E10; Level Four: D9BE53101EB0; Level Five: B57F9430000EB0; Level Six: 563FF53010A4; Level Seven: C250F63010AC; Level Eight: E011F73017BC1

● INDIANA JONES AND THE LAST CRUSADE

As soon as the Lucasfilm logo appears when you switch on press A, B, C, B, C, A, C, A, B. The screen turns blue and you're able to select what level and stage you want to play.

● JAMES 'BUSTER' DOUGLAS BOXING

For a real knock-out blow press A, B and C at once.

● GRAND SLAM TENNIS

Try this code which pits you against 24 new and extremely skilful computer players.

GRAND. SLAM... ..

... ..

... ..

If you've bitten off more than you can chew with the super-players, enter this code to generate one of your own.

I.(heart symbol) .CA PRI ATI ...

... ..

... ..

● JOE MONTANA '93

Use these codes: X25DCBBBBD; X25FFBBBBD; X25N?TBBBD

● JUNGLE STRIKE

Level 2: RLMJBRXTPJK; Level 3: 9VMKNL6PF3N; Level 4: XTPJXV74JK
Level 5: VNZJBXTNPJK; Level 6: W6GFVWN4CDV; Level 7: THDKT6PGCDV; Level 8: 7CYV4GJFDB6; Level 9: N46P3LMHPJK

● JURASSIC PARK

Enter this code: 02160016. Select options and leave the screen straight away. Change the player to Grant and start the game. A level select is now presented.

● KID CHAMELEON

All you have to do to use this cheat is be good enough to get to the second level. Once there, jump onto the block above the flag at the end of level. Hold down B, C and DOWN/RIGHT and you should find yourself transported to the lair of Plethora, the final guardian.

● KING OF THE MONSTERS

Press A, B, C and START on the title screen. Pressing A now selects the options screen.

● KRAUSTV'S FUN HOUSE

Level 2: WHOAMAMA; Level 3: FLANDERS; Level 4: BROCKMAN; Level 5: SIDESHOW. Alternatively, type SMAILLIW to open all the doors. Or try WILLIAMS for invincibility.

● LAST BATTLE

When you die you can restart on the same level by pressing A, B, C and START.

● LOTUS TURBO CHALLENGE

Race 2: SLEEPER; Race 3: HERBERT; Race 4: BUSINESS;

Race 5: APPLEPIE; Race 6: STANDISH; Race 7: MALLOW; Race 8: TEA CUP

Or simply enter MANSELL to advance to the next track.

● MERCS

If, for some incredible reason, you actually find this game too easy, go to the title screen, select Original Mode and hold down A, B, C and START to play in near-impossible mode.

● NIGHT AND MAGIC 2

To make this difficult RPG much easier, choose View Character, and when View Which appears hold down LEFT, A and C. Let all three go at the same time and keep pressing left when the character menu appears. This endows your party with loads of gold, gems and expensive weapons.

● MOONWALKER

On the title screen then hold UP, LEFT and A then press START. Now when the 'Stage One' screen appears you should be able to select your starting level by pressing RIGHT and LEFT.

● MORTAL KOMBAT

Press A, B, A, C, A, B, B on the grey intro/storyline screen to enter the gore mode. Press DOWN, UP, LEFT, LEFT, A, RIGHT and DOWN on the title screen to access the hidden options screen.

● MUHAMMAD ALI'S BOXING

H070007Z

● POPULOUS

If you want to tackle some of the seemingly impossible higher levels, select a new level, and when it asks you to put in a password, keep the B button pressed and you're able to enter numbers instead of letters. It's a bit of a trial and error thing - 1978 for example is level 394 - but it lets you see levels that you otherwise mightn't reach!

● POWERMONGER

TJ3DP2TJW7TI5PJ3DJFPLIIPHAKEKOGO.

● PREDATOR 2

Level 2: KILLERS; Level 3: CAMOUFLAGE; Level 4: LOS ANGELES; Level 5: SUBTERROR; Level 6: TOTAL BODY

● REVENGE OF SHIMORI

Setting the shirikens to 00 and press the START button rapidly for a few seconds.

● ROAD RASH

Select a two-player game, then select a bike you can't possibly afford. Now return to the options screen and select a two-player 'take turns' game. When you've done that, select a solo game and start it.

● ROAD RASH 2

009N 1V00

● ROBODOD

Rip this game apart with these two ultra-excellent cheats. Start by activating the super-shield, which is done by collecting the cake, hammer, Earth, apple and tap which are on the roof near the starting point (make sure you gather them in that order). Now you can warp to the end of a level by pausing the game and pressing A four times, B four times, C four times then holding down A, B and C then pressing start. Or, enter the first room, then walk left. Collect the star and go through the exit there. Now, as if by magic, all the doors in the game open up.

● ROCKET KNIGHT ADVENTURES

When the KONAMI logo appears, press DOWN six times, UP twice and DOWN twice. There will now be a 'Very Hard' setting in the options. What's more, if you enter LEFT four times, RIGHT four times, LEFT seven times, RIGHT once and LEFT once whilst on the Konami logo, then a 'Crazy Hard' difficulty setting will appear.

● ROLO TO THE RESCUE

Press and hold UP/LEFT, A and C. While holding these, press RESET (presumably with your nose). Keep everything held down for another five or six seconds then press B. A super options screen should now appear.

● SHADOW DANCER

To activate the level select press A, B, C and START on the title screen.

● SONIC THE HEDGEHOG

On the title screen press UP, DOWN, LEFT and RIGHT, then hold down A and START.

● SONIC 2

On the music test select tune 19, then 65, 09 and 17, pressing C to confirm each choice. Press START and when the title screen appears hold down A and press START.

● SPACE HARRIER II

When you start off in the space ship at the start of the game, press A, B and C together and move the joystick left or right to select a level.

● SPLATTERHOUSE 2

Level 2: EDK NAI ZOL LDL; Level 3: IDO GEM IAL LDL; Level 4: ADE XOE ZOL OME; Level 5: EFH VEI RAG ORD; Level 6: ADE NAI WRA LKA; Level 7: EFH XOE IAL LDL; Level 8: EDK VEI IAL LDL

● STARFLIGHT

Go to a starbase and pause the game. Now press A, B, B, A, C, UP, DOWN and C for extra fuel and money.

● STREETS OF RAGE 2

When the title screen appears press START on control pad one. Now plug it into port two and highlight 'options'. Hold down B, A and press START (keeping B and A held down). Eventually the level select option appears.

● SPEEDBALL 2

LCLI CWAf 06XE ya3q
2bSt -is1 gVC MQMQ

● SPIDER-MAN

On the options screen choose the difficulty level, then press the D-pad UP/RIGHT and press A, B and C on controller one. At the same time keep pressing Start on controller 2. Exclamation marks should appear. Now start the game and pause it then: A - restore web, B - restore energy, A and C - invincibility, A, B and C - skip level

● STEEL EMPIRE

For a very useful 99 bombs plug in a second controller and press C, A, C, A, START and B on the ship select screen. Alternatively, for 99 lives simply set the options to: Difficulty: Hard, Stock: Two, Credit: One, Sound Test: 65.

● STRIDER

At the beginning of the game, while the Master is laughing, press the joystick down, then press Buttons A, C, B, C, and A: you should now be able to start where you died, with full energy.

● SUPER HANG-ON

On the title screen hold down A, B, C, and START.

● SUPER MONACO GP

If you want to see the driver holding up his head instead of the winner's cup, press and hold down the A and B buttons after he's crossed the finish line in wet conditions.

● SUPER MONACO GP II

Go to the World Championship option and enter HANG-ON! in the name entry screen. Save it and RESET. Go to Free Practice Image Training and after setting the number of laps and the grid, press DOWN and A until the transmission select screen appears. Select your transmission and hey presto, you get to ride the Super Hang-On motorbike against GP cars!

● SWORD OF SODAN

Get a highscore and enter HINANP as your name. If you have a joystick stuck into port, pressing START on it skips levels.

● SWORD OF VERMILION

When the title screen appears plug a controller in port two and press A, B, C and START together.

● TAZ-MANIA

Plug in both pads and hold down A, B, C and START and the game makes a ringing sound. Start the game then pause it. Now press A, B, C followed by the START button to take you to the next stage, B to make Taz invincible and C to call up a stage select screen.

● NHLPA HOCKEY

Fancy having a team of seven players on the rink at any one time? Well, here's how. Get a couple of your players into the sin bin, then pause the game and go to EDIT LINES. Change your whole team, unpause the game and carry on playing. You should now have a full team on the ice again. However, when the punishment time runs out, your sin-binned team mates return to the game, increasing the size of your team. Hot tip for scoring. If you're going up the screen, just line up with the goalie in the middle of the rink, hit the pass button and watch the puck slide into the net. Easy.

● ROAD RASH



To prevent being caught by the police when you crash, instead of climbing back onto your bike, run down the road. Your bike will follow you, allowing you to climb on it after a safe distance and continue your journey.

● ROLO TO THE RESCUE

If you want a high score in this game, here are some important locations.

1. In the forest level, there is a stage with a puzzle piece atop a high wall at the end. Use the squirrel to climb to the top of the wall. There is a hole there. Enter it and the squirrel drops down to find a whole booty bag of bonuses.
2. On the first Egyptian level, bounce onto the stone nearest to the edge of the screen to get a vacuum cleaner. Now go and get three squirrels and put them on your back. Go back to the beginning of the level bounce on the other stone. When the squirrel is at the highest point of its bounce, change to that very squirrel and you will be in a room with 1,000,000 bonus points and nine lives.
3. On the level after you've destroyed the fire engine, go to the end of the stage and get the helium. Now go back to the beginning and float up the hole in the ceiling to find loads of points.
4. On one of the town levels, where you can walk along the roof of a castle, stand on each of the tiles for a short while and one of them will mysteriously rise upwards, carrying Rolo to some bonuses.

● SHINOBI 3: RETURN OF THE NINJA MASTER

For infinite shurikens on this game, go to the sound test and select 'Shuriken' as the tune. Now choose '00' shurikens and after a while the noughts turn into the sign for infinity. Also, if you pause the game during play and press A, B, C, UP And DOWN, a level select can be activated.

● SHINING FORCE

Building up a good fighting force is all-important in Shining Force, so it may interest you to know about two very powerful characters hidden away in the game. The Samurai can be found by reading the sign between the two doors in Prompt and if you look in the bush marked by the yellow dot as you enter Runefaut, you'll find the ninja. Also, for the more dirty-minded of you, there's a way to get the female magic users cavorting around in bikinis. Search in the cave at the Bustoke Quarry to find Tao's costume. Anri's can be found near the snipers at the Battle of Laser Eye. There's also a cheat that allows you to change all the characters' names. Start off by naming your character, then highlight the word 'END'. Now hold down A, B, C and START on control pad 2. Next press A, C and START together on joystick one. Now you can rename the game's entire cast.

● SONIC 2

To win tons of rings from the Casino Night Zone fruit machines, jump into one of the slots and hit C rapidly. You should find that three of the same symbol always come up, providing bountiful supplies of rings. However, if Robotnik appears on the first reel, stop bashing or you'll get three Robotniks and lose rings. There's more. On split-screen mode, let one of the two players finish a zone and then make the other player lose all their lives. When the next level starts, that player will have loads of lives. The other player can then try the same trick to clock up their lives too.

● TECHNOCLASH

Here's a complete set of passwords for this Gauntlet-style game.

LEVEL 2 ZP80BFAR
LEVEL 3 FPKRBFA9
LEVEL 4 DAAW3FAX
LEVEL 5 TZSIUFAU
LEVEL 6 6ZSITFA6
LEVEL 7 H9M9SFA0

● WARPSPEED

Here are the campaign codes, which make you a fully-decorated Admiral with the best ship, together with the black hole destinations for the campaign.

THE CAMPAIGN CODES

1. W4D HLX VDX
2. W6N CWK LXM
3. W67 G5R 4DQ

THE BLACK HOLE DESTINATIONS

Galaxy Alpha: 1B leads to Beta
Galaxy Beta: 7D leads to Alpha, 3H leads to Theta.
Galaxy Gamma: 5C leads to Alpha, 5D leads to Delta, 7B leads to Theta.
Galaxy Theta: 5C leads to Alpha, 2C leads to Gamma, 4B leads to Beta.
Galaxy Delta: 3C leads to Alpha, 6G leads to Beta, 2F lead to Omega.
Galaxy Omega: 4B leads to Delta, 5C leads to Alpha, 4D leads to Epsilon, 3E leads to Beta.
Galaxy Epsilon (base): 2C leads to Alpha.
The hidden Black Hole is in Gamma 4, 9 and leads to galaxy Psi. Use this one last.

● X-MEN



This is quite a tough game, so it's vital to get as many orbs as you can from the Danger Room, to recharge your superheroes' lost energy. A bit tricky considering you only have a limited time to do this. However, there is an answer at hand. After selecting a super-hero, lead them to the top right of the Danger Room. In the corner of the room a small machine hangs from the ceiling. Jump and hit the machine. Sometimes you can't see it, but jump and hit anyway. An explosion should sound and the player now has three times as long to find the orbs. When all the orbs have been collected, lead your X-Man to the top of the Danger Room, where the Control Room can be found.

● ZOOL

To skip through the levels, pause the game and press C, RIGHT, A, B, B, A, LEFT, LEFT, A, RIGHT and DOWN. Now hold RIGHT to skip a stage or UP to move to the next level.

● TEAM USA BASEBALL

Semi-final: JBT67BF; Final: JDT67BC; Medal collection: JCT67BH

● TEENAGE MUTANT NINJA TURTLES: THE HYPERSTONE HEIST

When the Konami logo appears press C, B, B, A, A, A, B, C. When the title screen appears press A, B, B, C, C, C, B, A.

● TERMINATOR 2

Warp to the future with this level select. Press UP, DOWN, LEFT and RIGHT three times at the 'press start' message. If you get it right you'll hear Arnie say 'Excellent'. Start the game the pause it and press B and C to finish that stage.

● TERMINATOR 2: THE ARCADE GAME

The HK's emerge in this sequence: LEFT, RIGHT, LEFT, RIGHT, RIGHT, LEFT, RIGHT, LEFT, LEFT, LEFT, RIGHT, RIGHT, LEFT, RIGHT, LEFT, LEFT, RIGHT, LEFT, RIGHT, LEFT, LEFT, RIGHT, LEFT.

● THUNDERFORCE II

Press button A and START on the title page to access the options screen.

● THUNDERFORCE IV

To grab an extra 96 lives, press A and START and call up the option screen, then set the Ship Stock to 0. When you start the game you have all those extra ships. There's also this nifty cheat which gives you every weapon except the Thundersword. Don't do anything when the stage select screen appears, just wait for the game to start. When it does pause it and press UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP, B, UP.

● TINY TOONS: BUSTER'S HIDDEN TREASURE

DPQW, WWWQ, WKWQ, QQWQ, WGRY

● TOEJAM AND EARL

Go one step cooler than the rest and take a jammin' holiday on level zero. To get there pick up a pair of rocket skate and shimmy over to the bottom-left corner of the map. There you should come across an island with a hole in the middle. Drop through it to arrive on island zero. If you enter the jacuzzi there your energy gauge is refilled, while going to the lemonade stand gets you an extra life.

If you finish the game you're taken to a final level where you follow a yellow brick road which leads to your space ship. Instead of going straight there, try talking to the aliens. Alternatively, swim to the bottom right of the map (you can't drown on this level) and you find Toejam and Earl's ultimate babe, Trixie!

● TRUKTON

To get rid of the end-of-level guardians, press B to create a skull smart bomb and instantly pause the game so that the skull is frozen in place. Leave the game for ten seconds or so, and when you restart the action the guardian will be completely decimated.

● TWIN COBRA

To choose a starting stage press UP, DOWN, RIGHT, LEFT then START at the title screen. For extra energy during the game press START, UP, DOWN, RIGHT, LEFT, A and Start. For extra bombs press START, UP, DOWN, RIGHT, LEFT, B and START during the game. Finally, to go to the last section, press UP, DOWN, RIGHT, LEFT, A, B, C and START on the title screen.

● UNIVERSAL SOLDIER

PWRZS to make your soldier invincible.

● VALIS II

On the title screen press A, B, C and UP while pressing START. When the screen goes black, let go and you're able to select the level.

● X-MEN

Hold down A, C and DOWN on pad one then, without releasing them, switch your Megadrive on. Press START, then unplug the pad and shove it in port two and hit START again. When you enter the control room use the panels to warp to any level.

● XENON 2

Enter your name as ARM on the highscore table, then get a score slightly lower than that one, so you're in next

place behind it and enter OUR (ARMOUR, geddit?). Wait for the attract sequence to start and press reset. Now when you start the game you're invincible. Use the same method to enter OLD AGE and reset when the attract mode starts. This time when you play you'll have infinite lives.

Master System

● ACTION FIGHTER

Try these passwords: DOKI-PEN HANG-ON GP-WORLD SPECIAL

● ALEX KIDD IN HIGH-TECH WORLD

Some of the clouds on the ninja section are yellow. Shooting them five times reveals a box worth 200 GP's.

● ALEX KIDD IN MIRACLE WORLD

Collect 400 coins during the course of the game. Now when the GAME OVER screen appears, press UP and button I. Rapidly press button II for a continue option. Use your invincibility power and punch the first octopus on third level in the face five times. When it dies, go to the top of the bowl and press DOWN three times to open a secret door.

● ALIEN III

Select CONFIGURE on the title screen, select two players then go to the start of the game and lose all of your lives. Now go back to the CONFIGURE screen and select CONTINUE for infinite lives.

● ASTERIX

Go to the Cannon Level 4-2. After killing the man on the carpet, enter the cannon pointing UP-RIGHT and blast off. You land behind two cannons, one pointing up, the other up-right. Jump in the cannon pointing UP to take you to the clouds. Pick up the pot to get the extra life and then fall down before the pot disappears. When you land, go to the same cannon and blast off again. Repeat the process.

● BACK TO THE FUTURE II

On the first level press PAUSE and then UP and DOWN for a level select.

● BUBBLE BOBBLE

Enter this code to select your starting level: 3V35NLLE.

● CAPTAIN SILVER

To utilise the continue option, push up and press both buttons at the same time. This works on all levels past the first one, and restarts the game at the start of each level.

● CASINO GAMES

For unlimited money: MR SEGA 8314853112.

● CHAMPIONS OF EUROPE

Every time you score an own goal, it registers as a goal for you, not your opponents!

● CHOPLITER

On the second stage, fly behind the battle ship, fire and up comes Jaws! On level 3, travel backwards past the lava pit. Shoot the first enemy rocket base several times, and after a while Superman appears. The prisoners will now run twice as fast.

● DEAD ANGLE

Plug in two joypads and turn on the machine. When the title screen appears, move both pads left and right until you hear a noise effect; then press any button on joypad one. Now you should be on a later stage!

● DOUBLE DRAGON

On the fourth level, jump up and down 30 times and you'll become invincible.

● ENDURO RACER

If you want to jump levels, on the title screen press RESET, then UP, DOWN, LEFT, RIGHT on control pad 1. You can now choose the round you want to play.

● FANTASY ZONE

To get loads of lives, wait for the opening demo to scroll up the screen. Now waggle the joypad UP and DOWN at least 50 times and press START. Play the game and get as much money as possible. When you enter the shop you can buy lives at \$1000 each.

● FLINTSTONES

Here's a level select. On the title screen, press UP, RIGHT, RIGHT, DOWN, DOWN, DOWN, LEFT, LEFT, LEFT, LEFT. While playing the game, press PAUSE and hold down buttons 1 and 2 while pressing one of the following: UP for level one, RIGHT for level two, DOWN for level three or LEFT for level four.

● FREE GAME

This is an oldie that works on the old-style Master System. Turn on the machine (without a cartridge in the slot) while simultaneously pushing the control pad buttons and pushing upward - a maze game scrolls from the right and you can play away...

● GHOSTBUSTERS

Enter AA as your initials and enter this account number: 1173468723.

● GHOSTHOUSE

Punch the light bulbs to freeze all the characters on screen. This works three times a level only.

● GOLDEN AXE

To get an extra credit, wait until the game over screen then press the joypad diagonally up and left. A level select mystically appears when you press LEFT, RIGHT, DOWN and RESET on the Magic Select screen.

● GOLVELLIUS

ZC3Y E4XF 76JQ CU63 AAQ6 CFL5 2Q86 28G4 for tons of cash. J7VZ HEQV AWPJ 42S8 36AL PQLH MRLY for seven crystals. QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ for fun.

● LEMMINGS

On the title screen hold down buttons I and II. Now rotate the D-Pad until you hear a noise. This should take about 20 rotations. Now go to the LEVEL CHANGE option on the title screen to select a level. Go to the NEW LEVEL box and a screen appears with the credits and level select on it!

● MARBLE MADNESS

Go to the options screen and select TEST FX 2 And TEST MUSIC 5. Now you should be able to access a SELECT LEVEL option!

● MASTER OF DARKNESS

Once the Master of Darkness logo is on screen, press UP and buttons I and II together. The options screen contains a level select, an invincibility option, a sound test and the option of increasing the amount of starting credits.

● MOONWALKER

Plug both control pads into the Sega and turn the machine on. On pad one press UP, LEFT, button 1 and START on pad 2. Now press START on pad 1 and a level select appears.

● MY HERO

When you come to fight the end of screen yob, only use kicks to the head and don't get trapped in the corner of the screen. Using the kicks to the head you will beat him faster; and the faster you beat him the more lives you collect. When you fight Mohican, use the punch or the high kick only, and afterwards you'll get an extra life as well as the one you get normally.

● PACMANIA

Select Blocktown and play as usual, but DON'T eat any power pills. Once all the dots are gone and you have just four power pills left, a giant pill should appear. Eat this and you enter the secret level known as Coin World.

● POPULOUS

JOSAME takes you to world 5122!

● POSEIDON WARS

To continue a game, just push the joypad, DOWN, DOWN, DOWN, RIGHT, RIGHT, RIGHT, UP, UP and LEFT. To access the sound test, push the joypad, UP, LEFT, LEFT, DOWN, DOWN, DOWN, RIGHT, RIGHT, RIGHT and RIGHT.

● POWER STRIKE

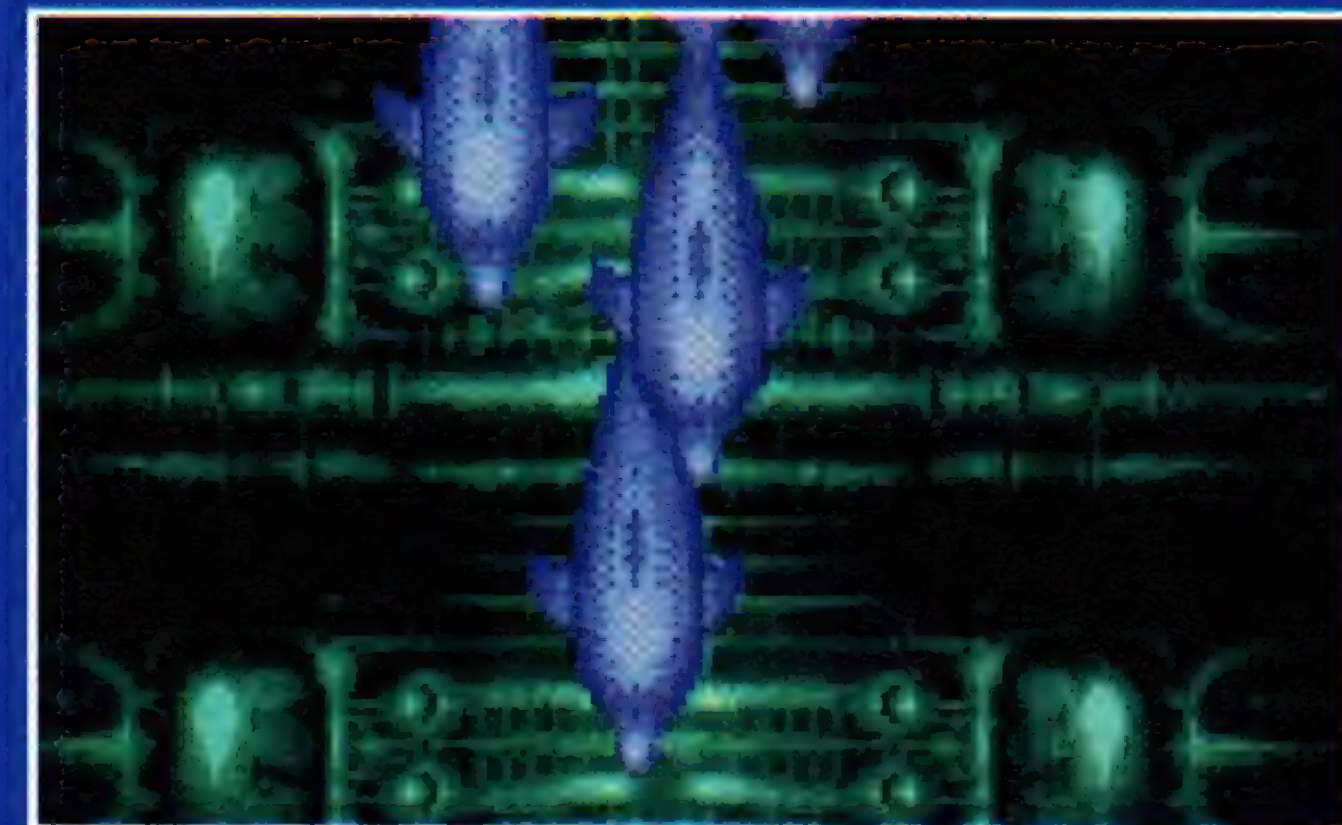
To begin the game with ten lives, push joystick DOWN, RIGHT, DOWN, DOWN, LEFT, RIGHT, UP, RIGHT and button 1 twice.

MEGA-CD

● COBRA COMMAND

Go to the 'game start' title screen and push the joypad UP, LEFT, RIGHT, RIGHT, UP. If successfully entered, an explosion should sound. Now start the game and the stage title appears. You can now press LEFT or RIGHT to pick a different level and if you tire of a level whilst playing it, just press START to skip it.

● DECCO CD



Enter the password ANWXCHBQ in this fishy CD game and full-motion video footage of real dolphins is yours for the viewing.

● FINAL FIGHT

There's a cheat in this game that allows you to perform a lethal rapid-punch attack. Go to the options, highlight the word 'exit' and hold RIGHT, A, B and START. Now select Guy as your character and start the game. If the cheat has worked, whenever you hold down punch, Guy performs a rapid-fire punch.

● SHERLOCK HOLMES: CONSULTING DETECTIVE



We printed the solutions to the first two cases last month, but here's the solution to the third case, The Tin Soldier Mystery.

Go to General Farnsworth Armstead, the French Embassy (listed under E in the directory), The Grand Hotel (under H) and the Princess Theatre. Then go to court and answer Philip Arneau, B, D and C. That's a complete solution in 28 moves.

Master System

THUNDERHAWK



Select your mission as usual and when the level starts, hold START and push UP, RIGHT, LEFT and DOWN. Now release START and you should have infinite weapons and shields.

TIME GAL



Here are the official codes for the UK version of Time Gal - please note that these codes will only work on the UK game - they are different from any import Japanese or American versions.

BC 70,000,000-	BMC FXWRL
BC 65,000,000-	GJRPOVKS
BC 30,000-	THMZCYFB
BC 1600-	RYFGSXDK
BC 44-	FTGBDQPW
AD 500-	VSLCZKTJ
AD 999-	CYVZPBMG
AD 1588-	DRXHTLQJ
AD 1941-	WBM RJZVH
AD 1991-	SHKXGJWF
AD 2001-	XPTMCSHD
AD 2010-	ZVYFLGQJ
AD 3001-	QWCDHRKT
AD 3999-	PLQTVMX Y
AD 4000-	LKD WBSYF
AD 4001-	KYGRZCW

THE LUCKY DIME CAPER



Here's a tip for unlimited lives. First collect ten lives, then die. On the next screen press START as many times as you can. If you press it enough times, Donald should have unlimited lives.



MORTAL KOMBAT



Should you find yourself losing a fight against the computer with only one credit left to your name, press any button on control pad two. This should put you in two-player mode. Select a new fighter, beat up your old one and re-enter the fight against the computer with a full credit quota. Also, when playing Sonya, execute her Square-Wave Punch, making sure that she's close to her opponent. Should they try to punch her, she can fight from different heights off the ground. Sonya can be made to return to the ground, simply by jumping.

● PRINCE OF PERSIA

Here are some level codes to see you all the way through to the end: LEVEL TWO: GKMFZ; LEVEL THREE: GJJIEU; LEVEL FOUR: FHEGCI; LEVEL FIVE: HHMIDV; LEVEL SIX: LJPLGK; LEVEL SEVEN: IFJHCP; LEVEL EIGHT: OKJMHK; LEVEL NINE: QKQNIIV; LEVEL TEN: OHLKFF; LEVEL ELEVEN: QULGI; LEVEL TWELVE: TKIOIR; END FIGHT: ODFICQ; PRINCESS: PDCICO

● PSYCHO FOX

At the top of the tower of spring boards is a warp. Choose a tube and as you descend you appear on a certain level!

● QUARTET

Push PAUSE four times on the title screen and any button on joypad two for sound test. To begin the game with wider shots, press pause 14 times when the title screen is showing.

● RAMBO III

Shoot the cavern roof above Sergeant Koloff to kill him!

● RAMPAGE

To continue press both buttons together on the GAME OVER screen. For a second continue, press UP-LEFT on the D-Pad and button 1.

● RASTAN

For unlimited continues, switch on the machine and, when the Sega logo appears, hold down buttons 1 and 2 and push the control diagonally down-left.

● SHINOBI

On the title screen press Down and Button 2, and you're able to start wherever you like!

● SPACE HARRIER

To get the continue mode, move the joypad up, up, down, down, left, right, left, right, down, up, down and up. Call up the sound test and select tunes 7, 4, 3, 7, 4, 8 and 1. Now a screen pops up which allows you to change parameters.

● TEDDY BOY

The GAME OVER screen appears and the awful music is playing... Now repeatedly press UP, DOWN, LEFT and RIGHT until a continue screen appears!

● TENNIS ACE

NKOF VVLG LKGS FCKK for teh final level.

● THE TERMINATOR

On the title screen hold down button II and press button I. The screens should go black for a few seconds. When it does press LEFT, LEFT, UP, UP, RIGHT, RIGHT, DOWN and DOWN. Two zeros should now appear on-screen. Use LEFT and RIGHT to change the level.

● TRANSBOT

When you reach the first city, three devicers appear called Hiluns. If they're blasted with weapon system D, the mission will then continue on the underground level.

● VIGILANTE

To get to any level, push the joypad top left, and push Buttons 1 and 2 at the same time.

● WIMBLEDON TENNIS

EFJ DEF XHA gives a mega player.

● WONDERBOY II

Press button 1 on controller two to bring up the status screen. Do this 45 times and you get 45 gold coins. Do this as many times as you like to get zillions of coins.

● WONDERBOY III

WE5T ONE 0000 000 for tons of cash.

● WORLD CUP ITALIA 90

If the group you're placed in is too tough (or not tough enough), press the pause button. The screen then shows your team in a different group. Keep pressing pause until you're happy with the group.

REVIEW



16 MEG

BY:
SEGA

PRICE:
TBA

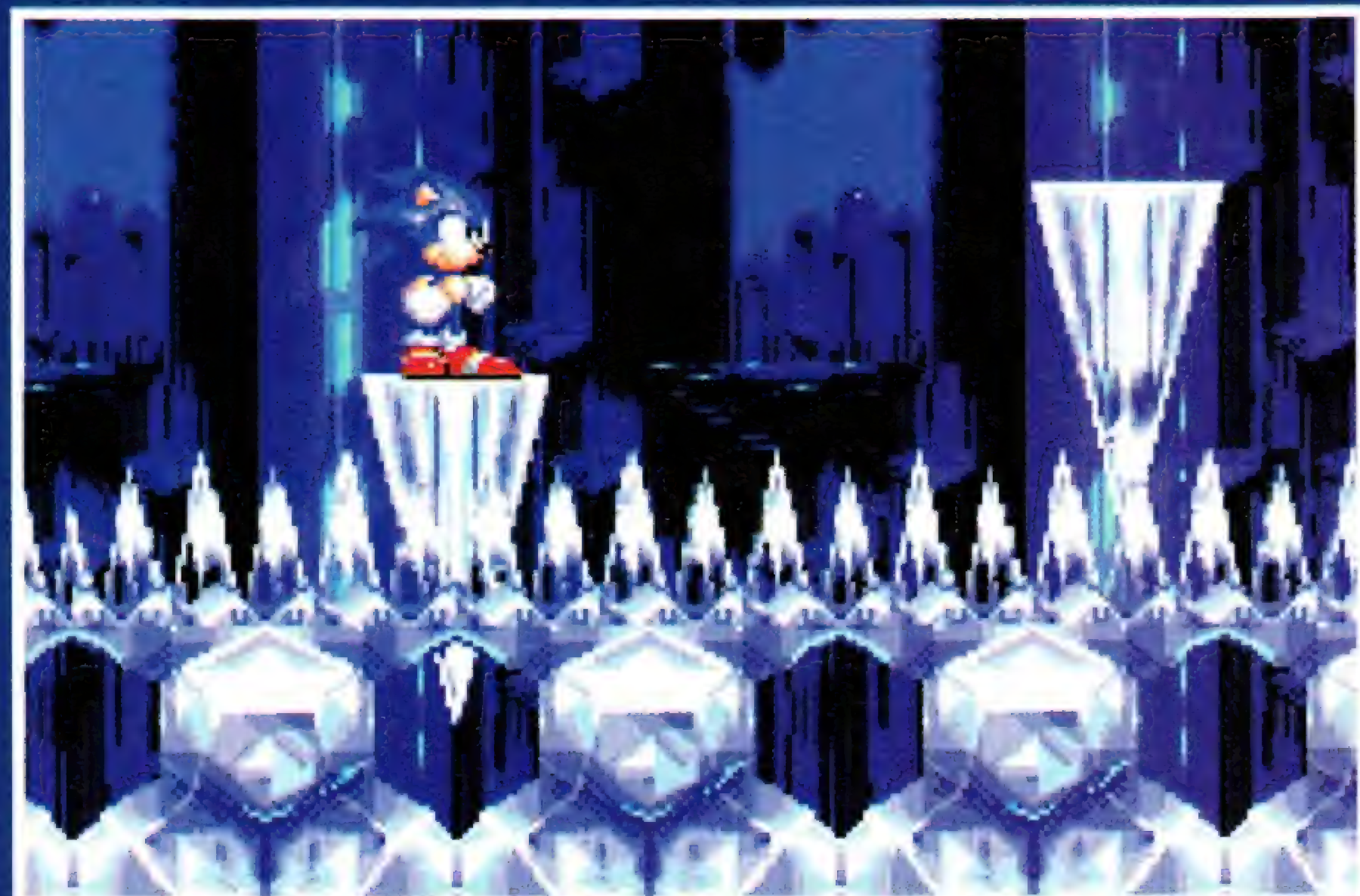
RELEASE:
FEBRUARY

STYLE:
PLATFORM

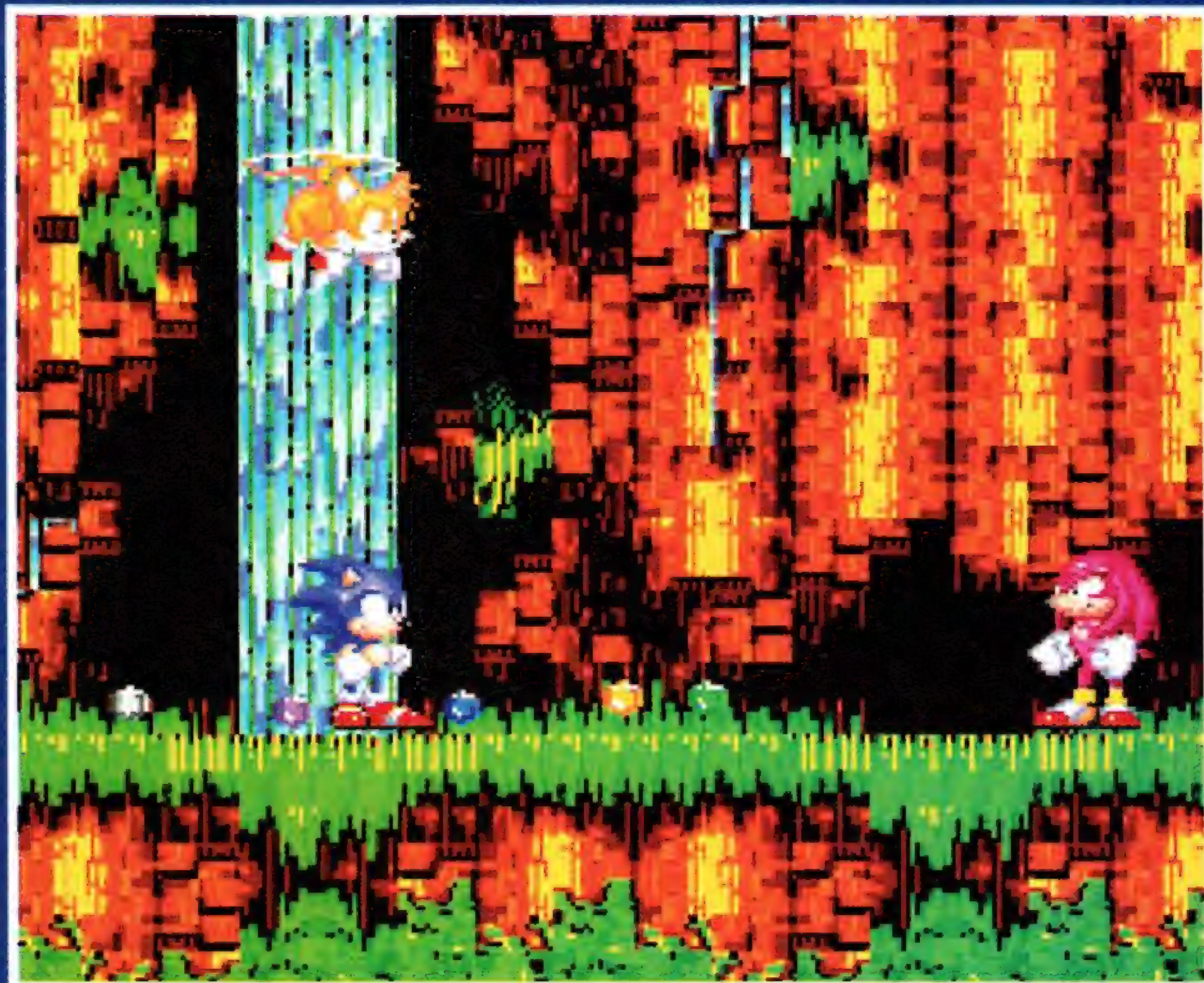
PLAYERS:
1-2

CONTROL:
JOYPAD

CONTINUES:
SAVE GAME



▲ What a screenshot can't show is how vast each level is. One act is over three times as large as a similar act in Sonic 2. Getting the Chaos Emeralds involves finding at least one hidden secret room on each level - the phrase "trying to find a needle in a haystack" springs to mind.



Sonic the Hedgehog 3 has to be one of the most eagerly awaited games of all time. The original Sonic game broke all sales records when it was released, providing a new generation of quality to Megadrive software. Sonic 2 was twice the size with all-new gorgeous graphics and a new pal for Sonic - Miles "Tails" Prower.

Sonic 2 broke all records (again)! Despite the hype that surrounds Sonic, we can honestly say, with our hands on our hearts, that the latest Sonic game is definitely the greatest in the series and sets new standards for Megadrive platform adventures.

The basic storyline is rather bizarre. After destroying Robotnik's Death Egg in Sonic 2, the evil doctor crash-lands on The Floating Island - an island in the sky supported by the power of the Chaos Emeralds. Robotnik tricks the island's guardian, Knuckles (a purple echidna!) into believing that Sonic is trying to take over island. While Sonic is busy dealing with Knuckles, Robotnik is repairing his evil Death Egg craft! As you can probably imagine, only Sonic (with some help from Tails) can stop Robotnik!

Now, ready yourself for the totally exclusive review and turn to page 41 for an eight-page showcase on this superlative title.



▲ The greatest Special Zone ever? Sonic 3's zone is set on a large rolling ball. Collect the blue balls and avoid the red! This is a brilliant part of the game - very taxing on higher levels and graphically awesome.

SONIC





► Even in the "one-player" mode, a second player can control Tails by using a pad in port two. This is very useful as Tails is able to "air-lift" Sonic out of trouble. A double tap of the jump button makes Tails fly. Sonic need only jump towards his pal in order to get a lift!



▲ Three different race variations are on offer for two-player competitive battles! Grand Prix take you and your pal through all five zones, Match game enables you to choose your level whilst Time Attack concentrates on beating your best time on each zone (this is a one-player option). The five zones here are totally unique to this section of the game AND there are three different characters available to choose from: Sonic, Tails and Knuckles!

COMMENT



RICHARD LEADBETTER

I just cannot believe the sheer quality of this game - it is completely astounding. It goes without saying that the graphics are totally brilliant - just check out our screenshots. And the sound? Well, that's fabulous too, with some thumping tunes and decent effects. But it's the game-play that makes Sonic 3 a winner. Each level is absolutely huge (each act is three times larger than a similar act in Sonic 2) and jam-packed with new features for Sonic and Tails to explore. The sheer depth is brilliant too - you can play the game in several different ways. You can rush through and see a tiny bit of each zone and maybe even defeat Robotnik in a day - however, if you're a smart cookie you'll want to collect the Chaos Emeralds, locate the secret rooms, find the hidden power-ups... Amazing! The two-player mode(s) are the icing on this awesome cake.

COMMENT



RADION AUTOMATIC

I haven't been this excited about a platform games in ages, but Sonic 3 really justifies leaping up and down being silly as it's phenomenal. Graphically, this betters all previous Sonic efforts, with large, well-defined sprites and incredible attention to detail throughout. But the visuals are massively upstaged by the gameplay. Playability-wise, this is probably the best platform game ever written. The levels are massive, and there's loads to do in each one - the game is absolutely stuffed with new ideas. Things get pretty rock hard too, with the ice caverns of level five being particularly taxing. This is basically the video game equivalent of watching Jurassic Park! This is one game you've got to have - you'll still be playing it if you finish it 100 times!



94

Presentation:

As usual for a Sonic game, totally brilliant. However, now there are multiple play options for one or two players to explore.

97

Graphics:

It's a Sonic game so it goes without saying that the visuals are brilliant. These are the best Sonic graphics yet.

90

Sound:

The music is brilliant, with sampled voices and instruments making this sound far superior to Sonic 2.

80

Originality:

The basic format remains the same, yet the amount of new features is virtually incalculable.

97

Playability:

All Sonic games play like a dream - Sonic 3 easily surpasses them all - it's absolutely brilliant to play.

85

Challenge:

Getting to Robotnik at the end is quite easy. Seeing everything that game has to offer will take ages.

93

Lastability:

The game's sheer playability brings you back even if you have completed it. Chaos Emerald collection is very tricky indeed.

OVERALL:

An amazing release and a serious contender for the Best Platform Game ever award.

95

REVIEW

NUMBER
ONE
REVIEW

4 MEG

BY:
SEGAPRICE:
£29.99RELEASE:
FEBRUARYSTYLE:
BEAT 'EM UPPLAYERS:
1CONTROL:
JOYPADCONTINUES:
5

STREETS OF RAGE 2

Never trust a Mr. Anyone call Mr anything is quite obviously bad news. The last person who called himself Mr in Twinkle City was the nefarious Mr Big - even worse than the sad band he took his name from, Mr Big's criminal empire took control of the city until he was killed by the three righteous heroes Axel, Adam and Blaze. Now his successor, Mr X (distant relative of Mr Vain) has exactly the same thing in mind. And just to ensure those meddling kids don't get in the way again, he's kidnapped Adam.

Predictably though, you can't keep a good gang down and soon Axel and Blaze are joined by Adam's little brother as they go on a hand-to-hand quest for justice in this conversion of the Megadrive classic of the same name. Max the giant might be missing from the character selection, but other than that the programmers promise a faithful reconstruction.

Streets of Rage 2 was the first 16-meg Megadrive cart to be released in this country, so porting it down onto the Master System is a rather ambitious feat, especially considering the quality of the Megadrive visuals. Sadly, the transition proved too much for the poor old sprites, and they've hit the 8-bit looking scrappy and badly-defined. The backgrounds, though, are actually pretty good - very detailed and atmospheric.

However, all the features of its big

daddy are here. Each character still has their statutory two special moves - accessed by pressing a direction plus the jump and attack buttons together - which cause mega-damage to opponents but also minor damage to your character. Whilst this adds another dimension to the gameplay, often you'll only be able to pull off one special move regularly, and the other one sporadically, which can be a real pain when you're lined up for one attack and you perform another right into the waiting fist of a boss.

Master System Streets of Rage 2 does have one advantage over the Megadrive version though, it's a lot faster. Even Axel, the slowest character, fair zips around the screen like his treads are on fire. This makes the action that much more urgent and frenetic. However, with certain enemies it's possible to get trapped in a never-ending succession of knock-downs until you die, being hit whenever you even try to stand up with no hope of escape. With better playtesting, this mistake could have been avoided.

However, when it boils down to it, there isn't much competition for Streets of Rage 2. It's fast, it's enjoyable, and though it may be a bit limited and a teeny slice repetitive it's still good fun to play.

COMMENT

RADION
AUTOMATIC

The Master System seems to be on the receiving end of a platform glut of late, although this last month has seen a turnaround in variety fortunes.

Streets of Rage 2 is a welcome addition to the games library, and although frustrating at times, it really is an enjoyable fist fest. The absence of the two-player mode is a real shame, but anyone who likes beat 'em ups should still go for this.

COMMENT

RICHARD
LEADBETTER

I am an enormous fan of the Megadrive version - I still play it even now, so I was quite keen to play this conversion.

Obviously the system is limited - there are only ever two enemy sprites on screen! However, the game is enjoyable despite those annoyances. In terms of combat games, I prefer Masters of Combat, but this is one of the better progressive scrolling beat 'em ups.



▲ The evil (and somewhat ill-looking) Mr X has the Streets of Rage in his twisted clutches.



Every so often, one enemy appears on-screen carrying one of a number of deadly weapons. Actually, there are only two weapons in the game - the knife and the lead piping. Should you deck an armed enemy, they drop their tool, allowing your character to pick it up and either lash out with it, or throw it by pressing both joypad buttons.

The scenery in Streets of Rage 2 doesn't just look nice - it contains hidden power-ups.



Look for certain features in the near background, such as bins or tables, which look breakable, and attack them. Crack these open and you could find bonus cash, weapons, food or even an extra life.



Presentation:

A number of options and a faithful recreation of the original intro.

Graphics:

Small and disappointing sprites, but the backgrounds are quite impressive.

Sound:

A good stab at the excellent Megadrive tunes and all right, if hissy, effects.

Originality:

In no way original, Streets of Rage 2 has been around ages, and the format of the game even longer.

Playability:

A few annoying gameplay quirks and a little lack of variety, but generally good fun.

Challenge:

Piece of cake in EASY mode (obviously), but pretty challenging on the top difficulty setting.

Lastability:

This is one of those games you'd still wheel out after having completed and no mistake.

OVERALL:

Not overly original, and not jaw-droppingly impressive, but still a solid beat 'em up.

79

SEGA™

MEGA-CD

“...pumps
the
adrenalin
to
overload!”

SEGA FORCE MEGA 92%

“...the hottest Mega-CD
release to date...

If you've got a
Mega-CD and
you're not going to buy
Thunderhawk then you
might as well just throw it in
the trash right now.

This is the game your Mega-CD was made for...
the saviour of the Mega-CD is here!”

Mega Drive Advanced Gaming 94%

GAMESMASTER 94%

MEGATECH 91%

SEGAPOWER 91%



CORE
DESIGN LIMITED

Core Design Limited · Tradewinds House
69-71A Ashbourne Road · Derby DE22 3FS
Tel 0332 297797 Fax 0332 381511

the power of



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REVIEW

REVIEW



8 MEG

BY:
KONAMI

PRICE:
TBA

RELEASE:
MARCH

STYLE:
PLATFORM

PLAYERS:
1

CONTROL:
JOYPAD

CONTINUES:
5

REVIEW

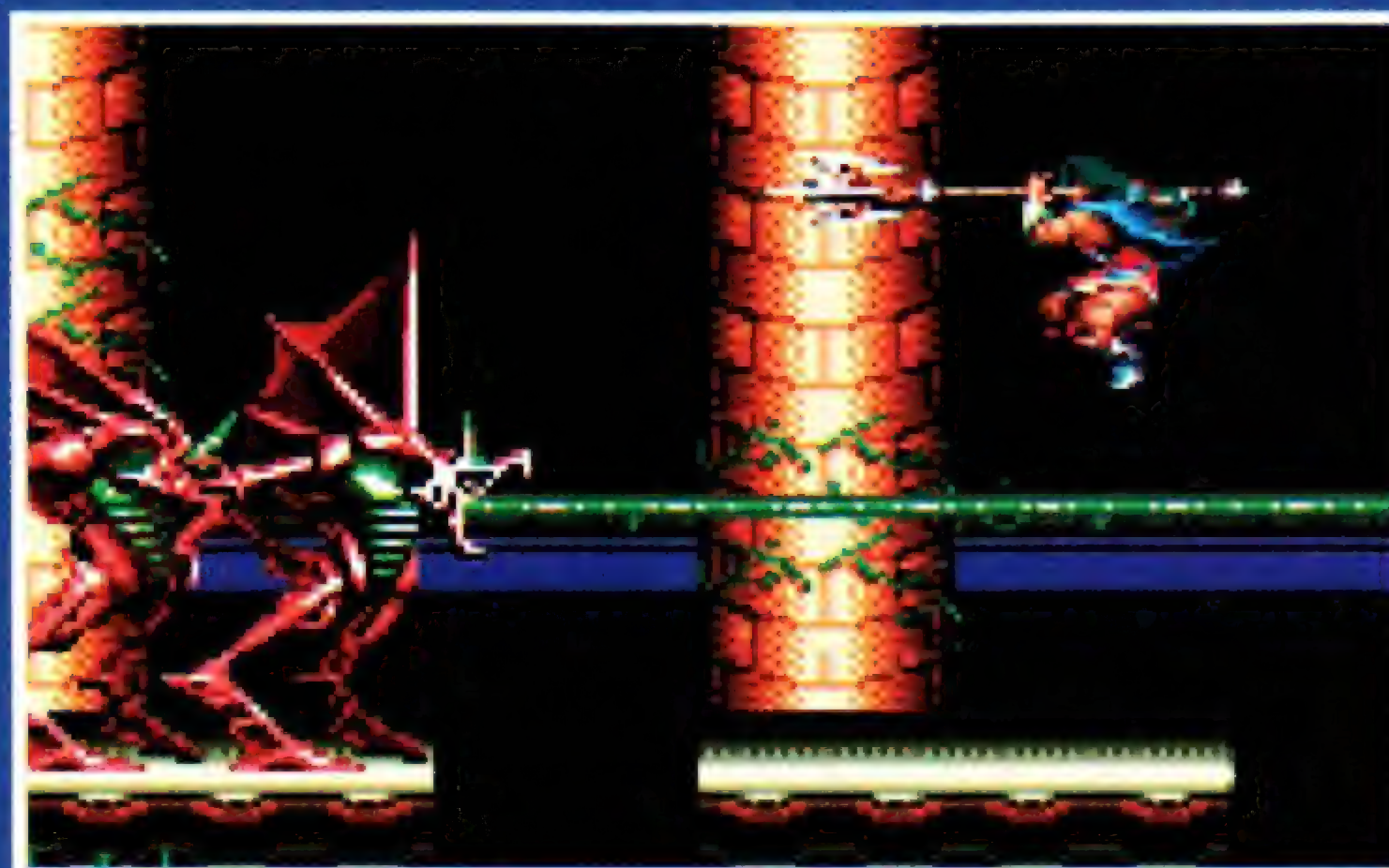


▲ Eric does battle with a large snake.



Castlevania has something of a distinguished heritage. Every game to bear the name in the past has gone down as a classic and its intriguing redefinition of the platform genre has caused many "tributes" to appear - the greatest being the utterly superb *Master of Darkness* on the Master System (classic game, must-buy).

Now, Konami have graced the Megadrive with the latest in the series - *Castlevania: The New Generation*. The platform action remains remarkably similar to the other games in the series. The player is cast as a vampire killer, linked in some way to the original stake-wielder, Simon Belmont (in this case, the game's char-



▲ Every *Castlevania* game ever has had its fair share of special weapons - in fact, the selection hasn't changed much since the original game was created. Magical axes, boomerangs and holy water are the orders of the day, each with their own advantages and disadvantages.

► *Castlevania* has a most innovative password system. It allows you to skip levels of course, but keeps a track of your continues and lives remaining. This does force you to start all over if you lose too many lives too early.



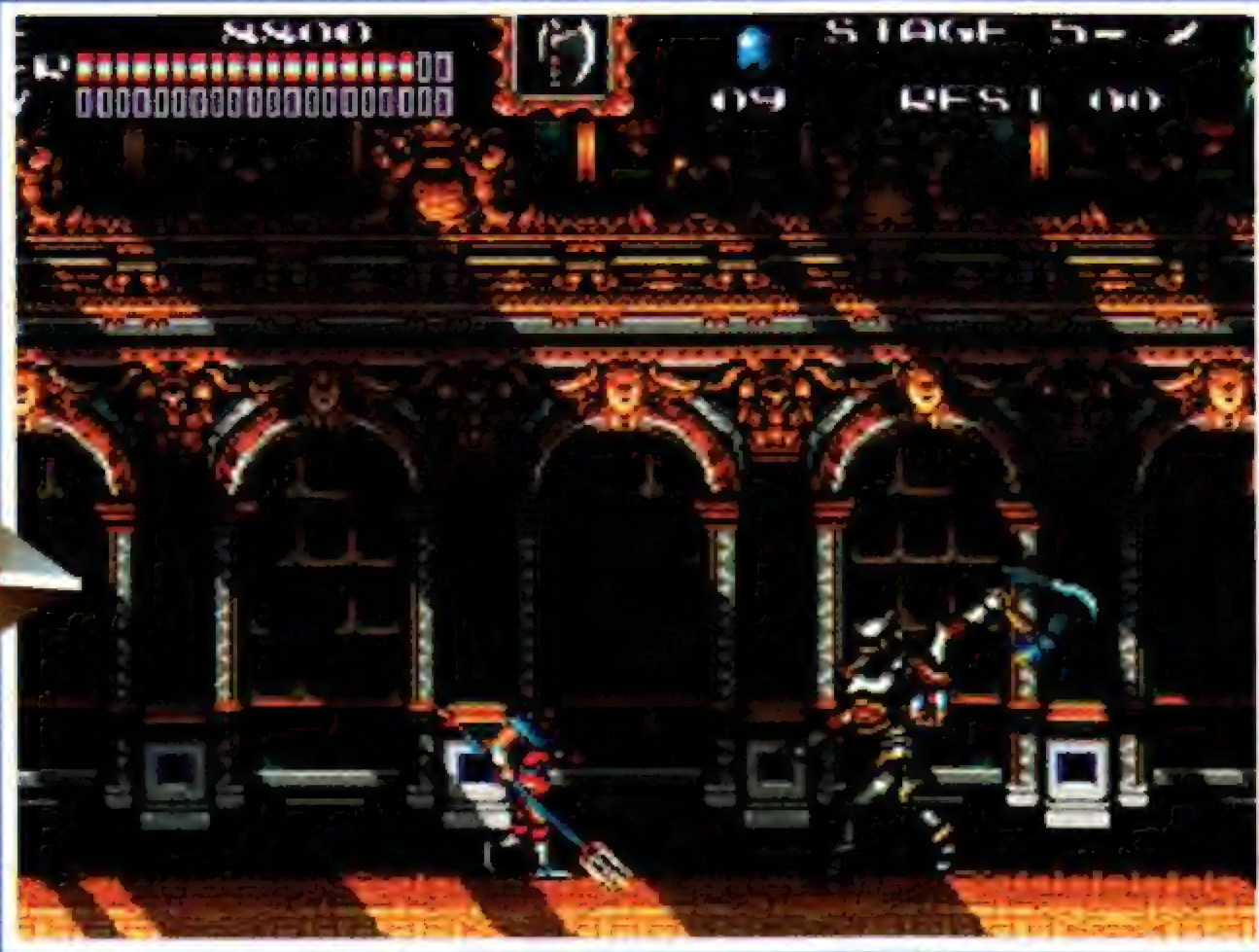
▲ Adding to the lastability of the title is the fact that there are two heroes to complete the game with. The best character is Eric Lecarde, a Spaniard with a rather evil spear.



Castlevania



▼ **TECHNICAL JARGON ALERT!** Konami's crack programmers have used very trick in the Megadrive programming book. As well as the usual parallax scrolling and multiple sprite manipulations (discussed in some depth in the showcase), look out for some rather strange new effects, including playfield rotation, intriguing raster interrupt manipulation, colour filtering and multi-modal reflection sorting.



acters are his descendants). You guide your character through the platform levels, using your weapon on the foul hordes that make up the evil army of the master vampire himself: Dracula. The game actually gives you two character to use in your quest for vampire eradication. The basic character is Johnny Morris (in his younger days before fronting popular childrens' programme, Animal Magic) - a whip-wielding maniac, empowered with the mystical bodywarmer from hell. His playmate is Eric Lecarde, a flash git Spaniard with an enormous spear and a fetching cape of unknown origin.

Although Castlevania is another platform game, the action is fast, slick, and very compelling. There are six massive levels, although getting through to the final confrontation is quite simple owing to the game's password system - which effectively gives you an infinite amount of continues.

Luckily, with two characters to complete the game with, along with the game's sheer playability, Castlevania: The New Generation is still a creditable title. Not quite as slick and fab as Rocket Knight Adventures, but compelling nonetheless.



▲ The graphics range in quality from all right to downright amazing. The best visuals are here on the Leaning Tower of Pisa! Not only does the tower lean, it also warps itself into all manner of angles as you begin your ascent. The Megadrive's previously unknown playfield rotation is put to amazing effect here. Check out our showcase for more details.

▲ Castlevania bosses have a history of being downright amazing and the tradition continues with the New Generation. Although not quite as impressive as Gunstar Heroes (from which some inspiration appears to have been drawn), the overall effect is brilliant. This industrial level boss is probably one of the best.



COMMENT



**RICHARD
LEADBETTER**

Castlevania games in all their different incarnations on different systems and I'm glad to say that the Megadrive version is definitely one of the best. The graphics are a mixed bag - some of the levels are quite sparse - others are utterly brilliant. The Leaning Tower of Pisa is something of a classic Megadrive moment! The problem with the game is that (like the other Castlevania titles) it's a bit on the easy side. However, at least Konami have added some smart features to bring you back for more, like having two characters and suchlike. Yes, another Konami Klassic which is well worth investing in.



COMMENT



**RADION
AUTOMATIC**

Castlevania is certainly very imaginative and contains some of the best effects I've ever seen on a Megadrive game. The bosses are all very impressive to look at, especially the Clockwork Man at the end of level four, and some of the levels look incredible, with the leaning tower and weirdo perspective stages being particularly worthy of note. As it stands, this is a highly playable and thoroughly polished title which just doesn't quite pack enough of a threat to decent game-players.



79 **Presentation:**
Some nice presentation screens, although the options screen and front-end are quite basic.

83 **Graphics:**
Some of the visuals are a tad on the drab side - others will have your eyes popping out of their sockets.

87 **Sound:**
Soundtracks that could be described as "rousing", along with excellent sound effects.

50 **Originality:**
Very similar to the other Castlevania games in existence, but some very new original features contained in the format.

92 **Playability:**
Excellent, making use of the characters' special abilities take some while. Beating the game becomes a high priority.

70 **Challenge:**
Not that challenging, owing to both passwords and continues as well as a default EASY difficulty setting.

80 **Lastability:**
Two characters to beat the game with along with a challenging NORMAL mode.

OVERALL:
Yet another credit to the Konami name, Castlevania is a smart, highly playable platform number which does merit purchase.

86

REVIEW



HEARTS BONUS

A fine score multiplier! Hit all three of the hearts here in order to reap in the points-related rewards!

8 MEG

BY:
TENGENPRICE:
£39.99RELEASE:
14th JANSTYLE:
PINBALLPLAYERS:
1-2CONTROL:
JOYPADCONTINUES:
PASSWORD

DRAGON'S REVENGE



THE SKULL

Being the highest point on the table, expect to get the most points. Spang that skull and hit the nasties it issues.

RIPPLE WALL

Well, er, it speaks for itself really. It's a wall, it ripples. Avoid it or you may get caught up in its "ride".

CRYSTAL

Yet another opportunity to reap in those points. Spang that crystal as many times as you can to open the passage.

▲ The graphics in the main game are reasonable but tacky details abound. Most comical of all is when Mrs Dragon Lady cries, 'I'm free!' and her face detaches itself from the centre of the table and goes for a wander round the screen, mouthing 'Oooh's and 'Aaaah's. Eerie - and yet, a bit sad.



BOOSTERS

No pin table is complete without these. Guide your ball into them and then let rip! Essential really.

BONUS BONANZA

Of course, you can use your ball in order to destroy the myriad of sprites that infest the table.

TABLE BOTTOM

This is exactly where you DON'T want to be - should your ball fall through the bottom, you've lost a life.

▲ An entire level map to peruse.

The Dragon Lady is back, and this time she's mad. Remember her? She's the one who haunted the centre of the table in Dragon's Fury, widely regarded as the best pinball game on the Megadrive.

Well, now she's back on the road to inter-dimensional conquest and only you and your supernatural pinball wizardry can stop her.

The original game was actually converted to Megadrive by the Thunderforce programmers at Tecnosoft. This time around, Tengen have done the programming themselves. They've kept the sinister supernatural theme of the original, and have provided a wider table with a few new tricks up its lanes. There are also seven new bonus games

in which you have to release monsters and warriors for a big supernatural punch-up (or something) which will decide who rules the universe for all eternity!

COMMENT

RADION
AUTOMATIC

Though Dragon's Revenge is fairly simple and the ball occasionally takes off at warp ten, it's still a reasonably enjoyable game of pinball. But it's got to be said that it doesn't have anything like the class of Dragon's Fury. Dragon's Revenge has a lot of targets on the table for you to knock down so it plays quite well, but the edge is taken off by the comparatively naff graphics and sound.

COMMENT

RICHARD
LEADBETTER

As I have often maintained, bigger is not necessarily better. Such a clichéd proverb immediately springs to mind upon viewing Dragon's Revenge. It's not a bad pinball title — slightly better than Virtual Pinball in terms of playability, but nowhere near as smart as Sonic Spinball or the original Dragon's Fury. Go for either of these titles before perusal of Dragon's Revenge.



Hit a skill shot and the ball is transported to one of the seven main bonus games. These are a bit more 'scenic' than in Dragon's Fury, and require you to bounce the ball round mountains and lakesides, hitting Pteranodons and living trees. They all look a bit silly actually - Dragon's Revenge doesn't have the classy, real pinball atmosphere of its fore-runner.

Presentation:

Lots of options, but the presentation is quite basic and not up to the standard of the original game.

Graphics:

Mostly passable, but some of the sprites and bonus games look awful.

Sound:

Silly speech effects and a limp attempt at hard-rockin' background music.

Originality:

A couple of new features over the original, but some of them haven't come off too well.

Playability:

A few flaws but it's generally OK to play, as long as the iffy presentation doesn't put you off.

Challenge:

The skill shots and bonuses are mostly pretty easy to work out.

Lastability:

You'll probably have most of the bonus games completed in a few days, but you could come back to improve your score.

OVERALL:

A reasonable pinball game which lacks the polish and realistic feel of Dragon's Fury.

60

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SUPERSTORES!**

REVIEW



CD

BY:
CORE DESIGNPRICE:
£TBARELEASE:
JANUARYSTYLE:
PLATFORMPLAYERS:
1CONTROL:
JOYPADCONTINUES:
1+

CHUCK ROCK

SON OF CHUCK

Chuck Rock? Kidnapped? The ransom note says it's the work of his evil rival, Brick Jagger, who has been trying to compete against the range of Stone Age automobiles that Chuck has invented. Now Brick's threatening to have Chuck strung up unless his wife, Ophelia, hands over the car plant to him.

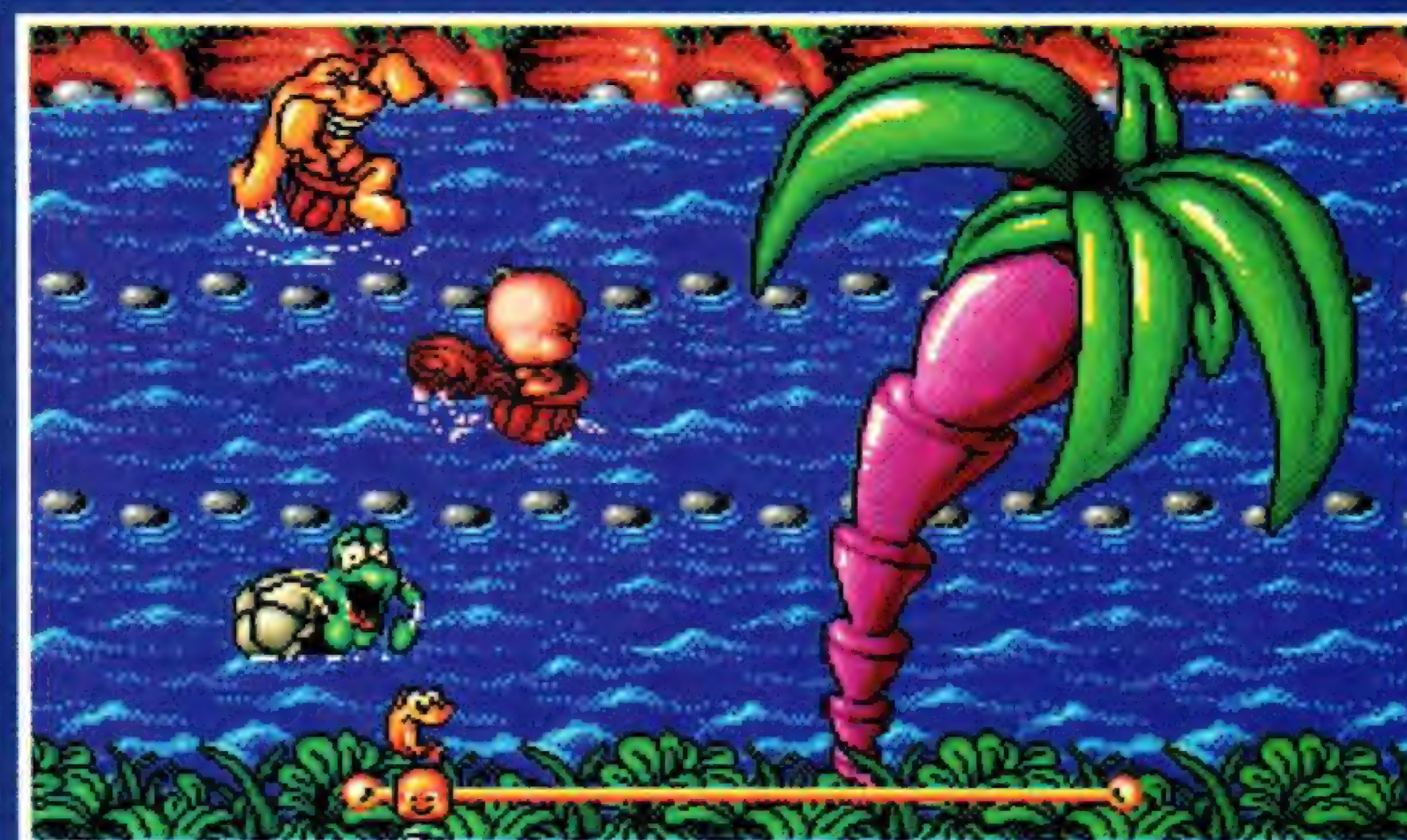
Chuck's new-born rug-rat, Chuck Junior, isn't going to let them do this to his old man. With only his club to protect him, Junior has escaped from the Rock residence and is, at this moment, crossing dangerous platform landscapes, packed with dangerous animals and Jagger's henchmen, in the search for Chuck Senior.



▲ There are loads of simple animal-type puzzles in the game, things like luring monkeys into useful positions with bananas. Erm. Yes, well, solving the puzzles isn't always essential, but if you miss them or mess them up you usually find the route to the end of the level a bit more dangerous. This extra element to the platform gameplay helps make Chuck II rather more entertaining than its predecessor.



▲ After smacking up the bosses, Junior gets a go at one of three smart little bonus games that could earn him an extra credit as well as a stack of points - if he completes them in time. In the first game he has to knock all the apples out of a tree for his vegetarian doggie pal to eat. The second is a button-bashing rowing boat race and in the third our boy has to blat the right bits off a boulder to turn it into a statue of his dad.



CK II

K



COMMENT



**RADION
AUTOMATIC**

Though this is another of those games that doesn't exactly make maximum use of the Mega-CD's facilities,

Chuck II is an enjoyable platform game which is much better than its fore-runner, simply because there's more variety to the gameplay. True, the graphics and sound are noticeably superior too, but all the new gags, the wide range of levels, the 'puzzles', the bonus games and the weird animal helpers make it much more fun. It's not an astonishingly difficult game but that helps because it makes the game all the easier to get into and fortunately there are enough levels to sustain your interest for a fair while. I like it, and I'd especially recommend it to younger players.

COMMENT



**RICHARD
LEADBETTER**

A new Core Design game is becoming something of an event. Although I'd seen this before in cartridge

guise, I was still impressed. A special mention must go to the superb cartoon intro sequence - it's hilarious and utterly brilliant. It's a good thing that the game matches up to the classy presentation. Yes it is remarkably similar to the cart game, but the game is just so much fun to play and so polished, you can't help but be drawn into it. Chuck Rock II is a fun, cute platformer that I have no hesitation in recommending - on either cart or CD. It's only real competition is Sonic CD. That's better than this, but it is a very close call. However, the two play sufficiently differently - so buy both!



◀ Son of Chuck is packed full of brilliant graphics including some super-smooth dino bosses. This particular boss isn't the most impressive, but does feature some enormous sprites being hurled around the screen at break-neck speeds.



▲ The cartoon intro is one of the best seen on any Mega-CD game to date, perhaps because Core hired a professional TV cartoon animator to put it together, which apparently took ages because they had to get all the gags and sound effects right. Witness the result, though, and you'll see it was worth the effort.



92

Presentation:

Reasonable set of options, and an outstanding cartoon intro.

89

Graphics:

Excellent from start to finish. Lots of variety and comedy abounds in the sprite design.

88

Sound:

Decent enough CD soundtracks but all of them suit the action nicely.

79

Originality:

It's another platform game, but there are some impressive innovations in there.

89

Playability:

Very easy to get into, and much more interesting to play than the original Chuck Rock.

85

Challenge:

Pretty easy for about ten levels, then gets much tougher.

85

Lastability:

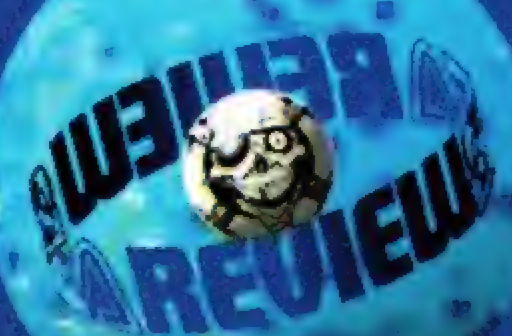
Not incredibly difficult to play, but the quantity of levels means that it's no pushover.

OVERALL:

A great platformer, with lots of laughs, great graphics and enjoyable action.

86

REVIEW



DRACULA
UNLEASHED



CD

BY:
SEGA

PRICE:
TBA

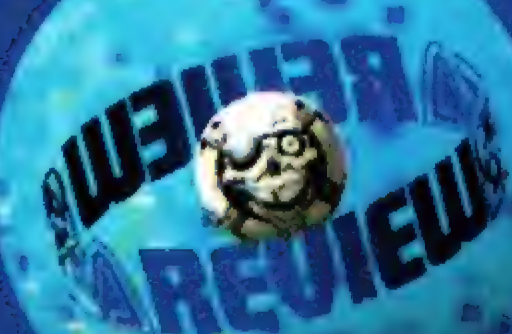
RELEASE:
TBA

STYLE:
ADVENTURE

PLAYERS:
1

CONTROL:
JOYPAD

CONTINUES:
SAVE GAME



DRACULA UNLEASHED

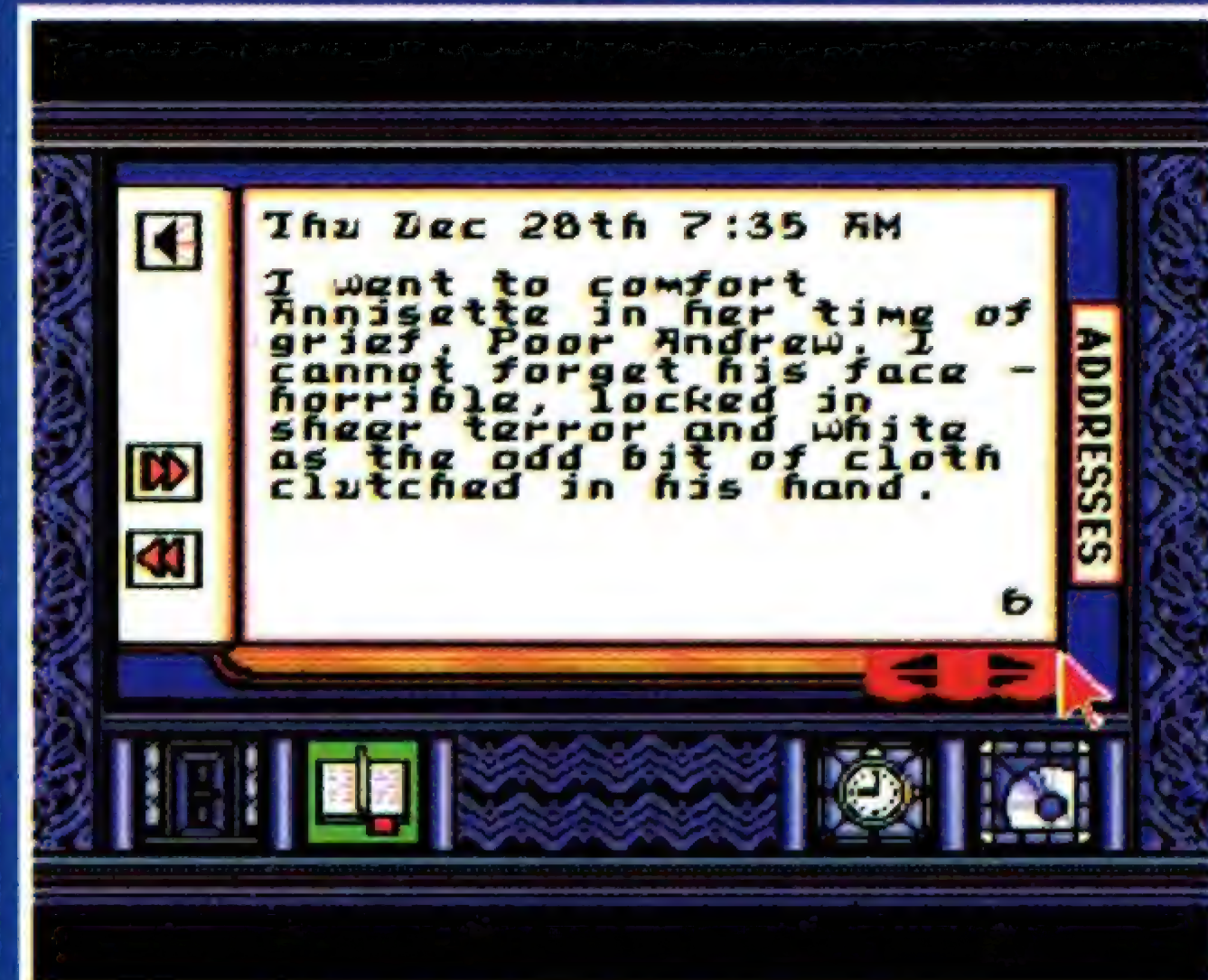
Dracula Unleashed is the latest title released by Sega that incorporates full-motion video - real film footage digitised and stored on CD. The game comes on TWO CDs - with the game's data taking up more than a gigabyte of storage space. Impressive.

We must mention the effect that this game had on the SEGA MAGAZINE staff when we first loaded it up. EVERYONE had to come over to check this out - the full-motion video provided the largest volume of amusement the office had seen for some days. It was the game that everyone wanted to take home over the weekend.

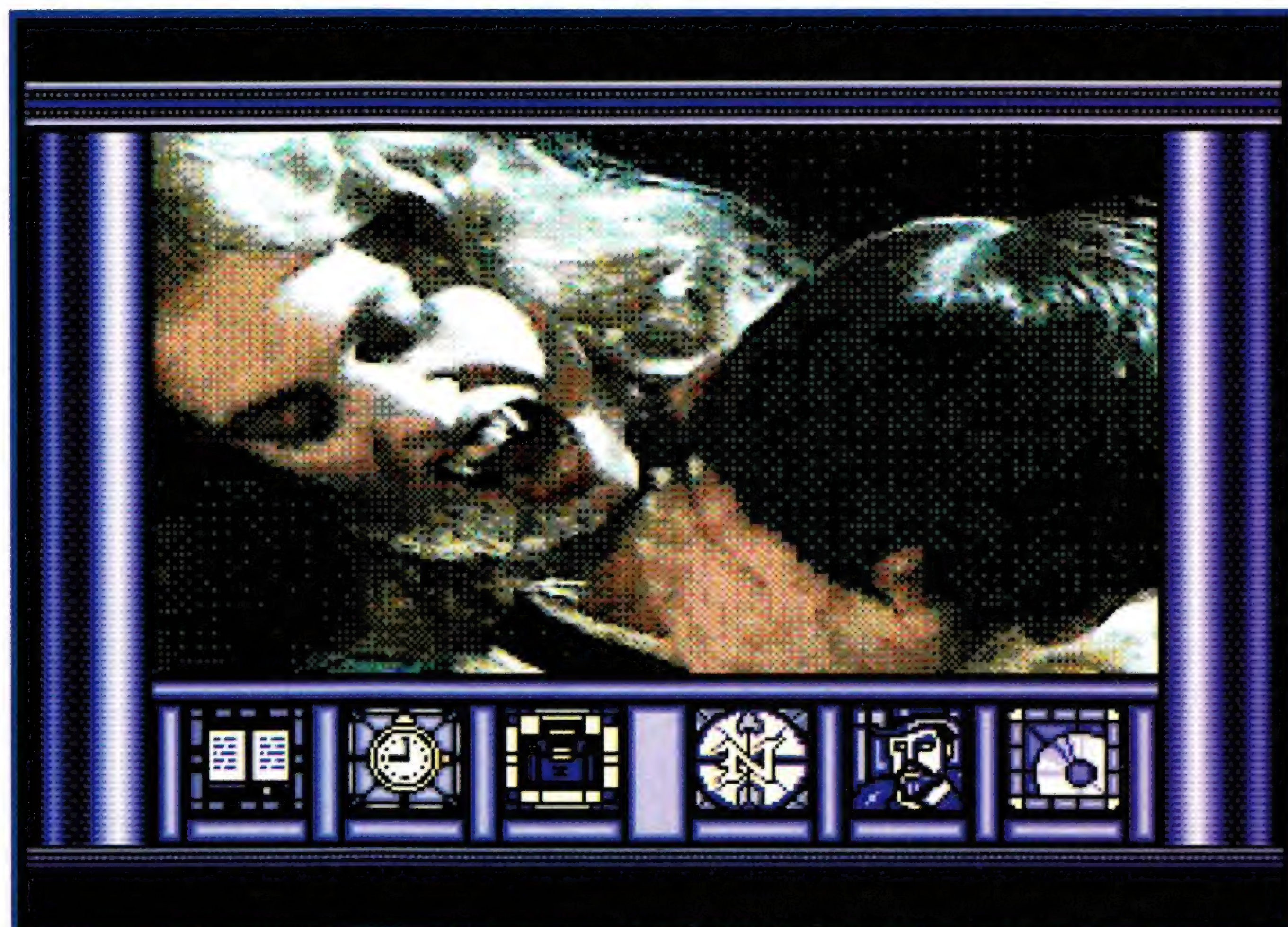
A couple of weeks on and Dracula Unleashed is still keeping us hooked to the Mega-CD. It's a large, very impressive title that casts you as one Alexander Morris who begins to investigate several "mysterious" deaths in the London area (obviously vampirism is a bit of mystery to the game's characters - headless corpses drained of blood, dead animals drained of blood and people scared to death doesn't sound too mysterious to us).

It's not long before you bump into old Dracula favourites - Jonathan Harker's in there, as is Mena, both obviously disturbed by the reappearance of their leach-like nemesis. Only by teaming up with Harker are you able to rid "old London Town" of the filthy, hideous bloodsucker that is Dracula.

But watch out! Or you may turn up to be the next "mysterious" murder victim drained of blood!



There's no need to keep written notes of your investigations - select the journal and use the pen and your in-game persona, Alexander Morris, does all the hard work for you! This record of your antics can be accessed at any time. Very handy indeed.



The game's most frustrating point is definitely what has become known as the "Dracula Curfew". Stay out on the streets even a second after 10pm and your girlfriend (obviously possessed by Dracula), locates you and then gives you a rather lethal love bite! Getting around this is the game's first real puzzle. It's not easy. Deft object manipulation and a couple of cab rides are required!

Yes, the Dracula story is typically associated with horror films with plenty of tomato ketchup flying about in gargantuan quantities. However, Sega aren't really keen to repeat the Night Trap publicity debacle and as such, all the gruesome Dracula behavior occurs very much off-screen. You'd be hard-pressed to find any blood in this game.



Due to the spooky, scary, downright terrifying nature of this game (or is it the acting?) and the sinister overtones of the whole Dracula Unleashed scenario, it seems likely that Dracula Unleashed will be one of the first games to be hit with one of Sega's MA ratings. In case no-one explained this to you, this means the game is designed for a "Mature Audience", in this case, it's likely over the age of thirteen. Whilst this isn't legally binding, everyone would prefer it if all you pre-teens avoided buying this game in case you get upset.



▲ "What's yer poison, Guv'nor!"

COMMENT



RICHARD LEADBETTER

Dracula Unleashed is definitely the best full-motion video game I've played on the Mega-CD. The Cinepak window is a lot larger and the graphics are far more impressive than those seen before - but it is the actual footage that is this game's best strength. The atrocious actors make the game incredibly entertaining - the entire office staff were crowded around my desk watching the plot unfold (the cliched dialogue and laughable acting are an unbeatable combination!). The game is very similar to Sherlock Holmes, but the user-interface has been substantially improved, allowing the player to alter the plot significantly. Dracula Unleashed has provided me with some of the best hours I've had on the Mega-CD since the release of Silpheed - buy it.

COMMENT



RADION AUTOMATIC

Anyone who gets particularly incensed by terrible acting and laughable accents would probably want to put their Mega-CD through the window after playing this. Every dialect in the world (except the American, natch) is hopelessly murdered by the biggest load of hams this side of Pinky and Perky the Pigs' family gathering. The game itself, however, is quite entertaining, in a low-grade B-movie sort of way. The adventure is well structured and planned out thoroughly, and sometimes it takes a while until you can work out what you're supposed to do. However, it's impossible to take the game seriously when it features lines such as "Decapitation is a 'orrible croime" and your character hangs out in the Hades Club. Still, if you're into adventuring, there's plenty for you here, and the reams of speech and FMV footage make it quite absorbing.



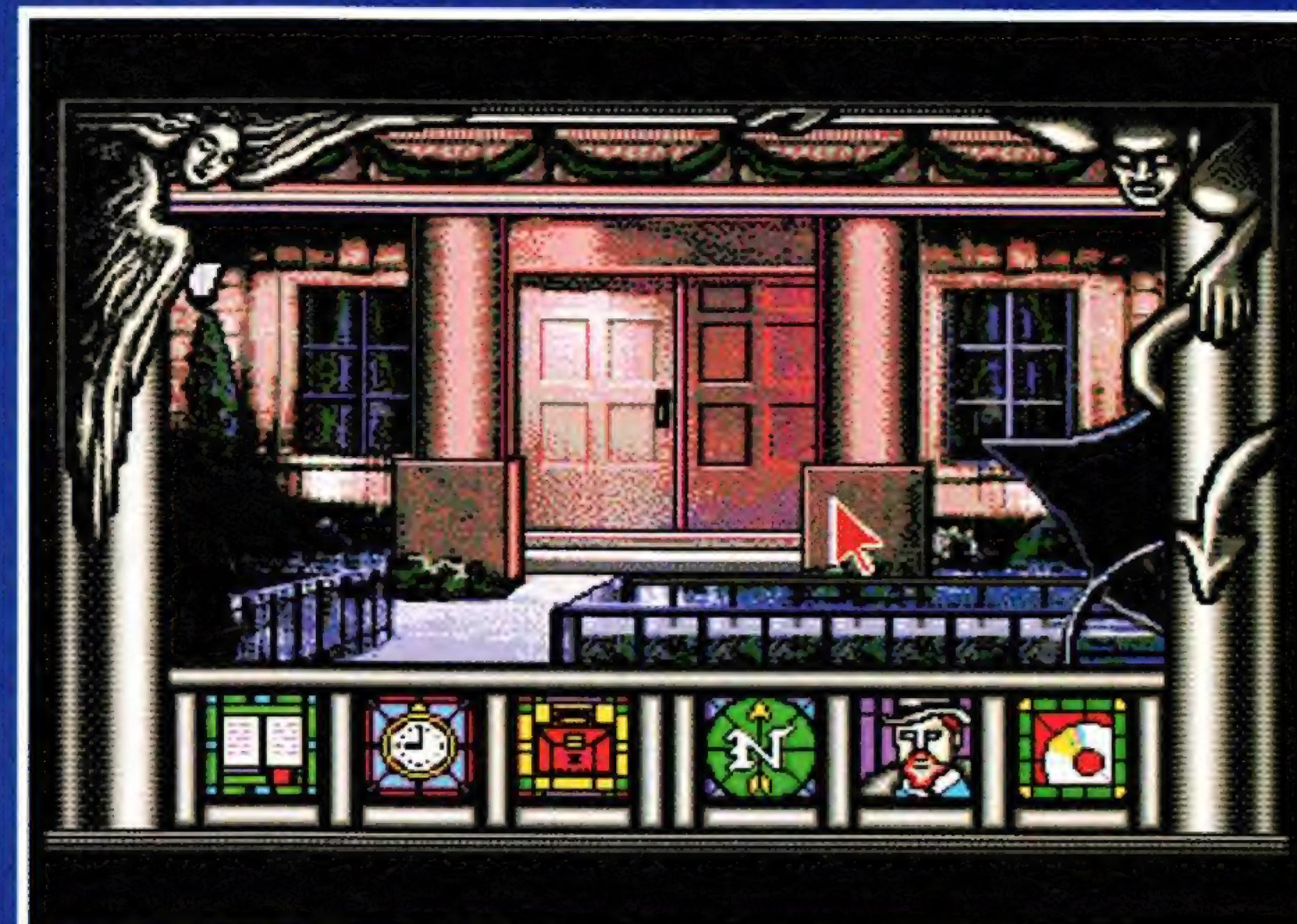
Of course, you've noticed that the full-motion video window is quite large. The wonders of Cinepak have been employed to create a window a lot larger than previous full-motion video epics.



▲ This is the peaceful exterior of a typical middle-class Victorian household... little do you know that the evil Count Dracula (or maybe one of his minions) has struck within these very walls...



▲ "Bundle up your coat, sir 'cause we've arrived." Or something. The Dracula Unleashed cabbies have most sinister patter - they're even more frightening than Drac himself! Watch out for the horse called "Betsy".



Dracula Unleashed is very user-friendly - the icons on the bottom of the screen are simple to get the hang of. There's even the voice of Professor Van Helsing to talk you through what each of them does.



Presentation:

89

Excellent - a talk-through of the game's interface, decent Cinepacked visuals and some great presentation screens.

Graphics:

92

Some Victorian-style still screens and the largest full-motion video screen yet seen on Mega-CD.

Sound:

90

"Real" sound to accompany the FMV, pulled directly from the CD.

Originality:

92

The interface is very similar to Sherlock Holmes - but there aren't many games like this about.

Playability:

90

Instantly compelling, owing to a strange combination of awful acting and brilliantly predictable dialogue!

Challenge:

90

Easy to get to grips with, but very difficult to see off the evil Dracula.

Lastability:

85

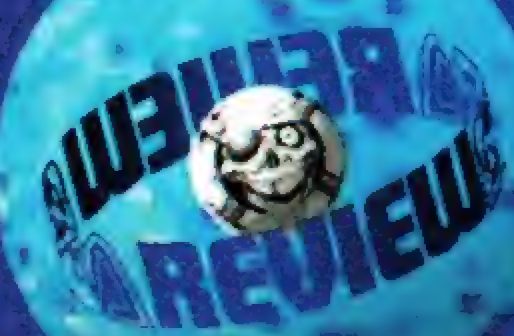
Once you've seen it all, the appeal quickly fades - but defeating the master of darkness should take some while.

OVERALL:

Utterly addictive stuff and definitely the best full-motion video title available for the Mega-CD.

90

REVIEW



CD

BY:
ACCLAIM

PRICE:
TBA

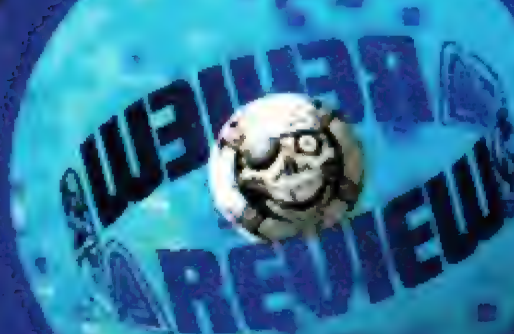
RELEASE:
TBA

STYLE:
BEAT 'EM UP

PLAYERS:
1-2

CONTROL:
JOYPAD

CONTINUES:
0



RAGE IN

It's time for ringside rumbles! This beat 'em up sequel to *Wrestlemania* (which appeared on the Megadrive to some acclaim in 1992) provides more wrestlers, more moves and the *Rage In The Cage* match, in which two WWF stars are locked inside the ring until one of them keels over.

All your World Wrestling Federation favourites are here... well, twenty of them anyway. Such stars as The Undertaker (he wasn't in Megadrive *Wrestlemania*, you'll recall), Bog Boss Man, Ted Dibiase, Macho Man Randy Savage and The Headshrinkers are available for your selection in one or two player battle modes.

The outcome of a match is really decided in the grapples. At this point you have to smack the one of the three buttons (or six buttons, seeing as this is six button pad-compatible) as fast as possible to put the moves on your opponent. While you're knacker your fingers, the grapple-o-meter indicates who's winning the button-bashing battle, and when the bar is swinging over in your direction, that's the time to hit the button for your required move, be it a head-butt, body slam, or one of the special moves. The trouble is, smacking the buttons on a joystick isn't all that easy and if your wrist isn't well-exercised you can be out of action after only a couple of bouts.



▲ The WWF action may look similar in execution to the other titles available for the Megadrive already - but the presentation is better and there are loads more wrestlers.



The 20 wrestlers all have a signature special move, just like real life. Most of these take the form of some kind of suplex derivative, or a climb-up-the-turnbuckle-and-jump-off manoeuvre, so there's not much to choose between them. Even the few which don't fall into that category aren't particularly exciting to watch or execute, which further exacerbates *Rage in the Cage's* slight blandness problem.

THE CAGE

Matches come in four one-or-two-player forms. There's the single one-on-one bouts in which one pin is enough to win. Brawls are the same, except there's no referee for you to beat up, or to stop you from poking your opponent in the eye. Tournament mode is a you vs the computer competition in which you have to defeat the 19 other

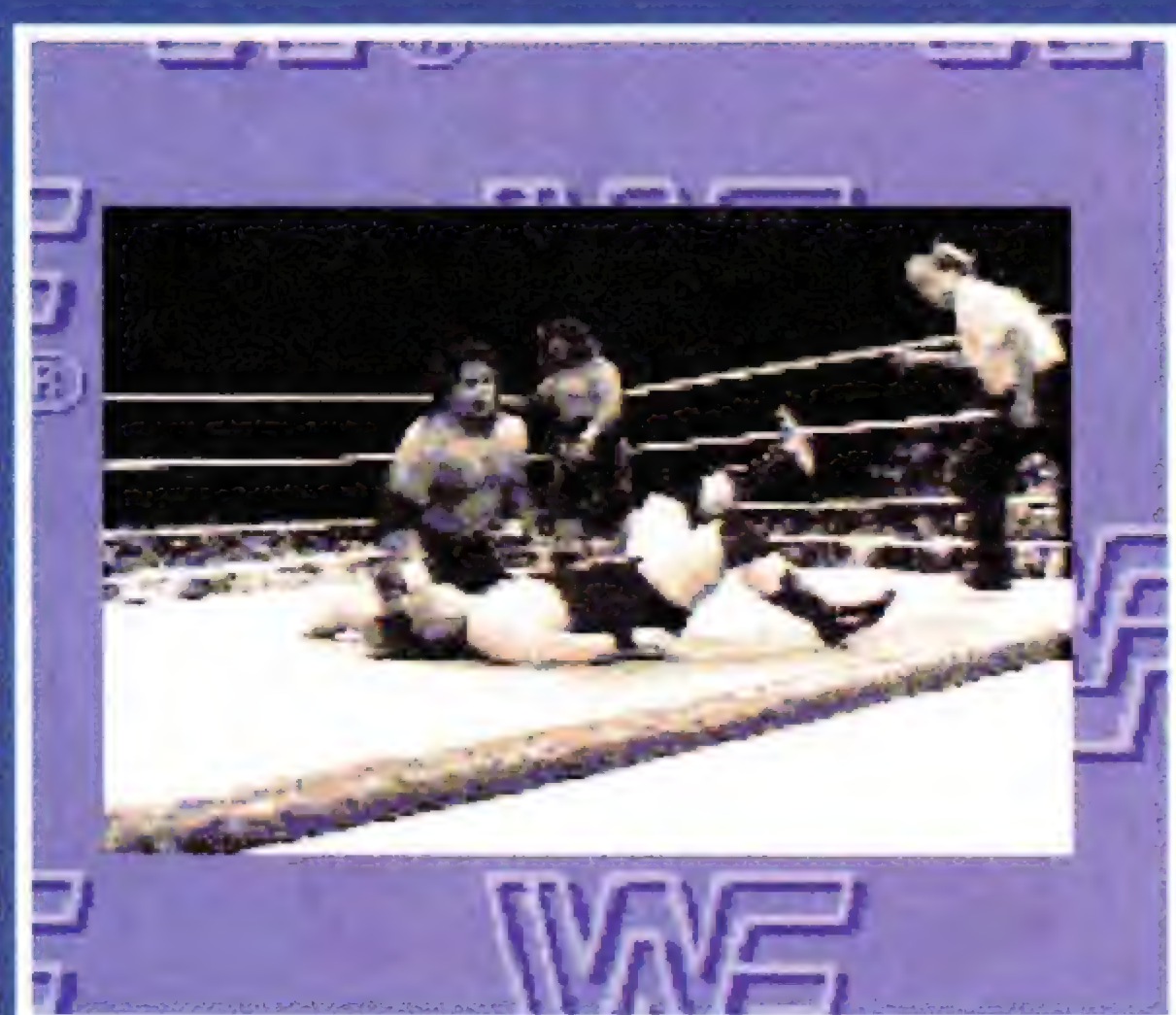


wrestlers in random order. Finally, there's the Steel Cage Match of the title, which lasts until one of the blokes is on the deck with zero energy and the other climbs over the top of the cage.

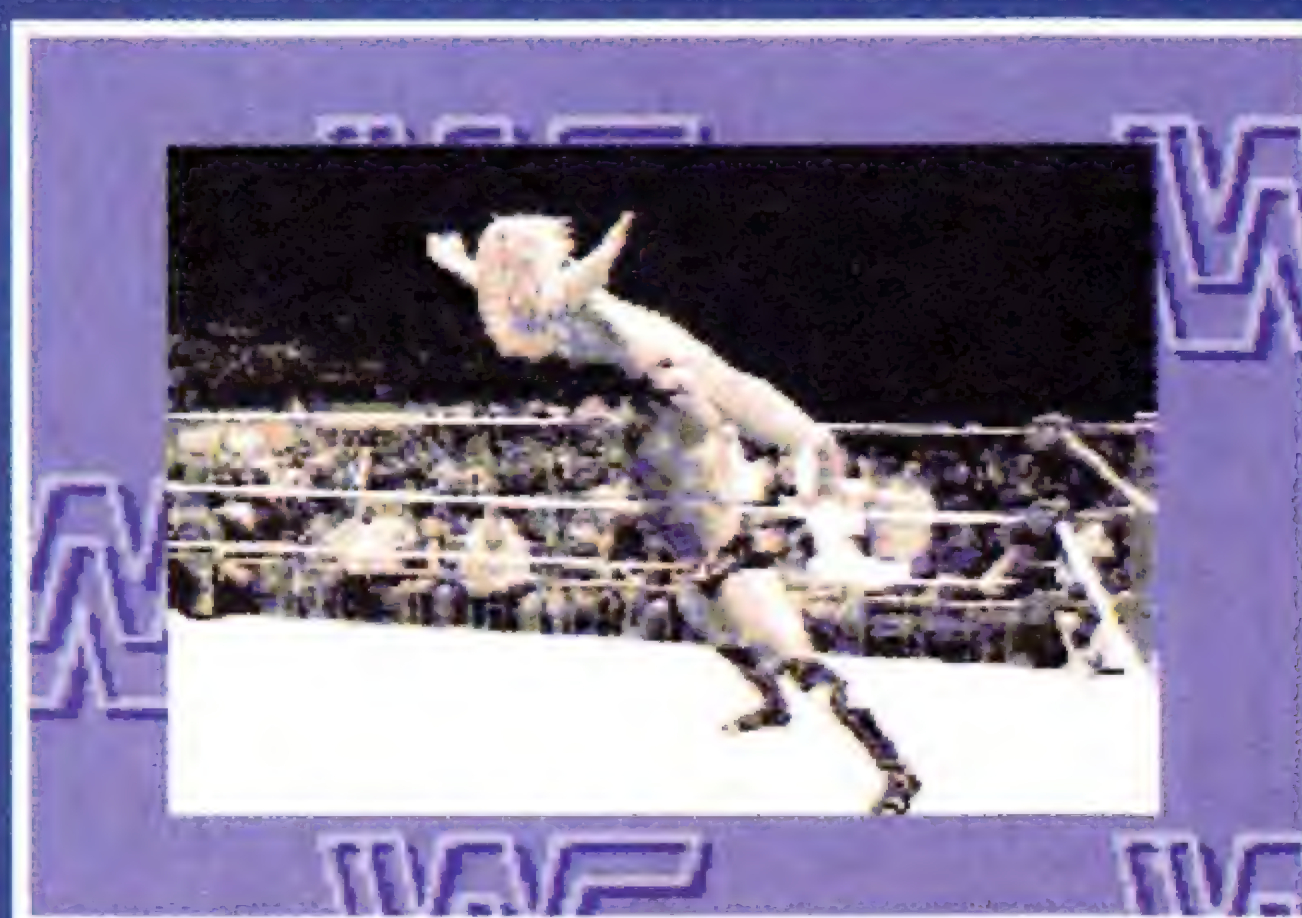
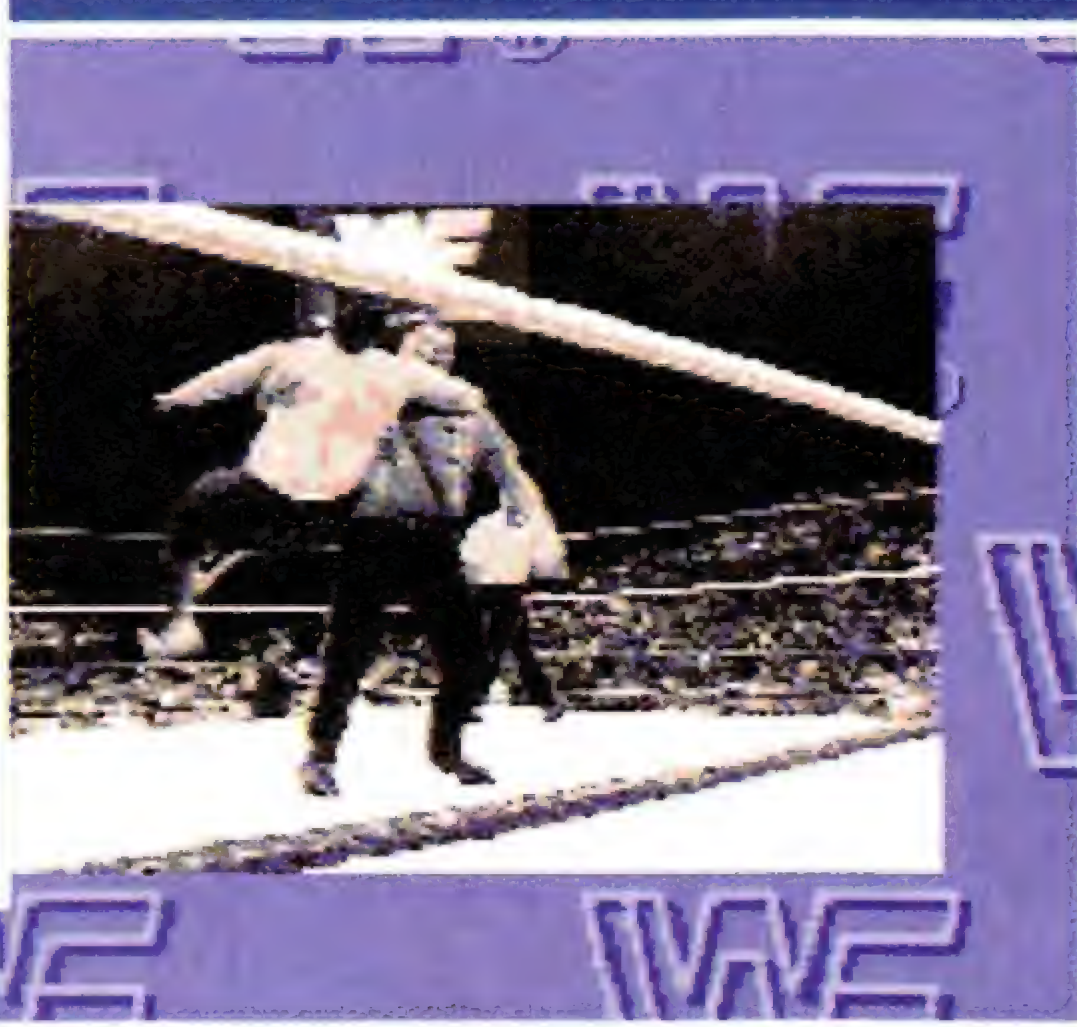
Though these four vary in duration, they don't vary much in game-play. There are a few small differences, such as the fact that you can't throw guys out of the ring in the Steel Cage Match, but even the lack of a referee is no big deal because he never does anything anyway, even when you start punching him in the gob.



Though these four vary in duration, they don't vary much in game-play. There are a few small differences, such as the fact that you can't throw guys out of the ring in the Steel Cage Match, but even the lack of a referee is no big deal because he never does anything anyway, even when you start punching him in the gob.



Having trouble making that tough decision about which wrassler to play as? Well, if it helps, you can check out their special moves in glorious full-motion video, as filmed from the real WWF thing. Monochrome it may be, but it does look good nonetheless and succeeds in bringing a feel of the sport to the game. Well, a little bit anyway.



COMMENT



RICHARD LEADBETTER

At least some use has been made of the Mega-CD's mega storage capabilities. The full-motion video is quite smart and this game contains more WWF wrestlers than any other version in existence. So, it all works out as being rather smart then eh? Well, um, no - not really. The fact is that Megadrive beat 'em ups have entered a whole new sphere of excellence since the release of Street Fighter II and WWF is nowhere near as good in terms of playability. This does successfully capture the WWF atmosphere so it will appeal to WWF fans, but I think that others will be disappointed.

COMMENT



RADION AUTOMATIC

I don't know quite what to make of this because it seems to be competently programmed, but the plain fact is I just didn't enjoy it. The outcome of the game just depends too much on how fast you smash the buttons, and for one thing, smashing the buttons is not very comfortable on a joypad, and for another, my arm was completely knackered after a couple of matches. Even the different wrestlers didn't do much for me, because they only have one special move, and even they aren't that special. Consequently I found Rage in the Cage just a mite too boring. Maybe if I was more of a WWF fan I'd have enjoyed it more, because I think that's what this game really relies on. But I'm not a fan and I didn't enjoy this, I'm afraid.

REVIEW

89

Presentation:

Some smart bits of WWF FMV and a decent array of options.

88

Graphics:

The wrestler sprites are good copies of their real life counterparts and the animation is smart.

89

Sound:

Suitably show-bizzy WWF-type tunes for each wrestler. Good wrestler intro speeches too.

60

Originality:

It's almost the same as the first Megadrive WWF game, with more wrestlers and a couple of new moves.

75

Playability:

If you're into WWF you'll probably enjoy playing as your muscledome heroes.

80

Challenge:

Depends how muscular your joypad wrist is, really.

77

Lastability:

There's not much variety, but WWF-lovers will enjoy pitting all those different wrestlers against each other.

OVERALL:

Whether or not you enjoy this game depends on whether or not you like WWF.

79

REVIEW



8 MEG

BY:
SEGAPRICE:
£44.99RELEASE:
MARCHSTYLE:
PLATFORMPLAYERS:
1CONTROL:
JOYPADCONTINUES:
PASSWORD

The arrival of McDonald's Treasure Land was eagerly awaited by the staff of SEGA MAGAZINE for the simple fact that it is the latest project put together by the hot programming team of the moment: Treasure.

These are the guys responsible for the classic platform shoot 'em up, Gunstar Heroes (one of last month's Megadrive Releases of the Month - rated at 94%). Therefore, to see what initially looks like a very ordinary platform game unfold before our eyes when we got the McDonald's cart was a tad disappointing.

However, Treasure Land has its own merits. For starters, although it is a tad derivative, the game is exceptionally decent to play. The graphics are bright and merry and the strange umbrella-like device with which Ronald grabs onto platforms is quite impressive in the hands of an experienced player. Ronnie also has infinite supplies of McDonald's

magic on hand in order to duff up the myriad of foes that are intent on stopping

his progress across the platform terrain.

Just about every game of this type has boss-creatures lurking at the end of each level, and McDonald's Treasure Land adventure is no exception. However, pure Treasure magic unfolds here - the bosses are fab - definitely one of the highlights of the game.

Treasure Land isn't a totally ideal game - the action isn't as fast-paced, frenetic or as enjoyable as the incredible Gunstar Heroes - and to be the honest, the game isn't up there with the likes of Sonic III, but it good clean fun and worth checking out for younger players.



▲ The game follows a lot of platform conventions - this is the train level. Time those jumps carefully.



▲ Treasure Land is packed with some rather amazing (and indeed large) examples of sprite-dom. These two strange cyan creatures are a joy to behold... but are utterly deadly!



As you would expect, the bosses are remarkably good-looking. Getting rid of them involves the use of a rather original concept. You allow the boss hit you and as he's munching on your energy jewel, lay into him with your weapon! It's a good thing there's plenty of energy lying about.

COMMENT

RADION
AUTOMATIC

Those plucky blighters at Treasure have managed to make a silk purse out of this sow's ear of a licence. Given the evidence of Gunstar Heroes and now this, Treasure seem to have something of a lust for variety in their games, and McDonald's Treasure Land benefits muchly because of this. This is a very good title, great fun with a lot of innovations and clever effects.

COMMENT

RICHARD
LEADBETTER

McDonald's Treasure Land is a platform game, but it is in fact, rather good. The action is exceptionally addictive. Treasure Land offers brilliant graphics as well to back the decent gameplay. The only problem I can see about the game is the fact that it is easy - perhaps if the password feature wasn't present the game would offer more in the way of lastability.



Being programmed by Treasure, there is a high degree of technical competence exhibited in this game. The action is fast and smooth, with loads of technical tricks producing a game that looks quite original. The warping scaffold effect is particularly impressive.



◀ If you'll notice, there are plenty of little handles dotted around each level. You can use your extending handkerchief type thing to latch onto these handles and pull yourself up - essential for negotiating the platform terrain. Intriguing.

70

Presentation:

Slick presentation and a modicum of options, but nothing astoundingly exciting.

84

Graphics:

Clean backdrops and some gorgeous sprites, Treasure Land's graphics are its best feature.

75

Sound:

The music ranges from decent to pretty depressing. The sound effects are rather good.

50

Originality:

The basic platform gameplay isn't very original - although some of the action has very original implementation.

83

Playability:

Easy and quite addictive, Treasure Land is moderately playable and quite entertaining.

60

Challenge:

The game is quite challenging to begin with, but a few goes is all it takes to suss the action out.

70

Lastability:

Very easy to complete for experienced players, with not a lot to bring you back to the game once it's all over.

OVERALL:

A technically proficient, enjoyably playable title - but not in the big league of platform games.

76

**A FULL MONTH DOESN'T NEED TO
PASS BEFORE YOU CAN GET YOUR
HANDS ON A BRILLIANT SEGA
MAGAZINE!**

mean MACHINES SEGA

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**MEAN MACHINES — FROM THE MAKERS OF THE SEGA
MAGAZINE.**

REVIEW

REVIEW

8 M-BIT

BY:
VIRGINPRICE:
£44.99RELEASE:
MARCHSTYLE:
PUZZLEPLAYERS:
1-2CONTROL:
JOYPADCONTINUES:
PASSWORD

The skills of all three Vikings are required to beat every level, and if one of them should buy the fjord, you may find you need to restart from the beginning of that section. There's no limit on how many attempts you can make, but it is slightly annoying to get right to the end of a level then lose the one bloke who can solve the final puzzle.



It was a rough night for Erik, Olaf and Baleog when they got Shanghaied from their beds in their little Viking village by alien zoo keepers.

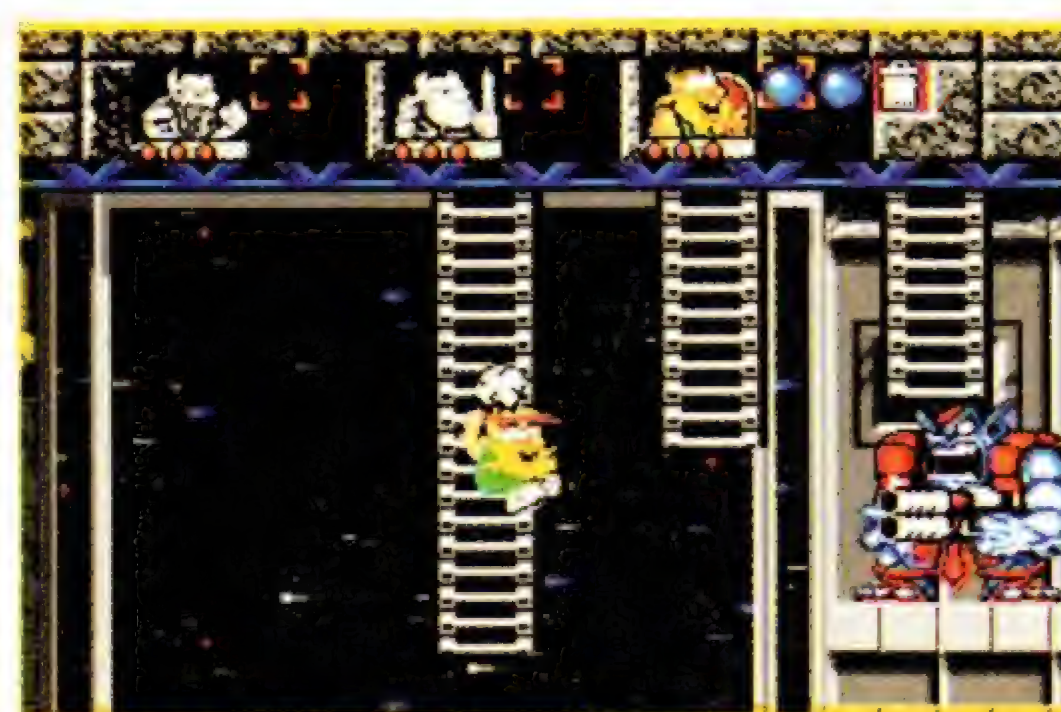
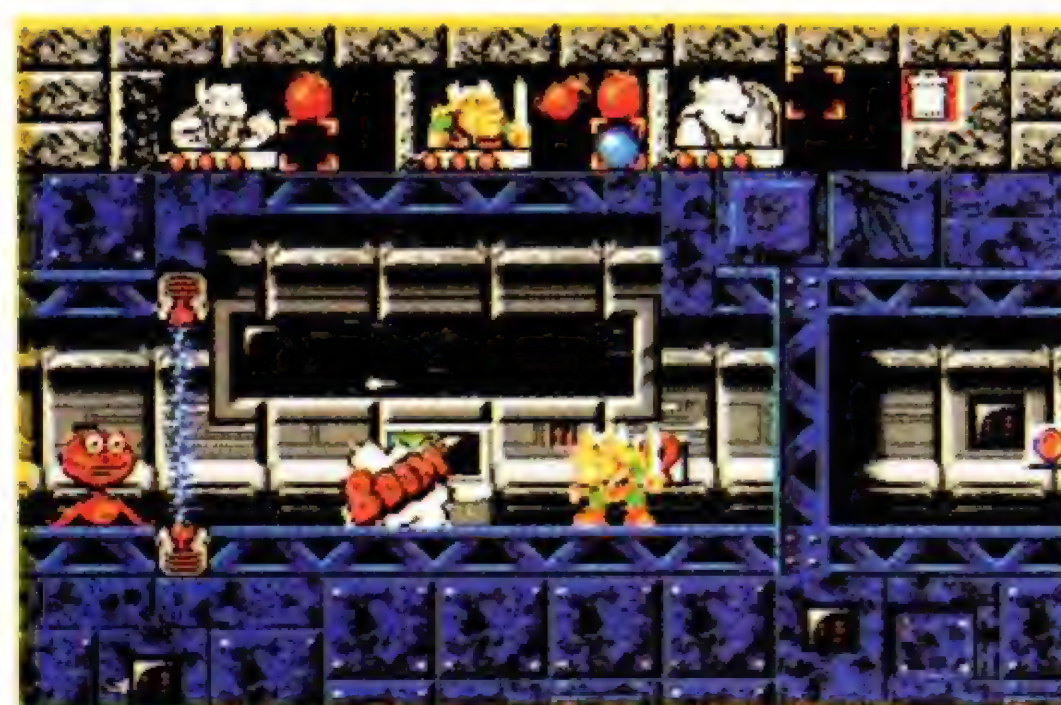
The Croutonians are collecting creatures from different worlds to put in a zoo, and if our Viking heroes ever want to see home again they're going to have to bust out of the alien spacecraft and somehow get it to drop them off over their home village.

To escape from each section of the ship, the lads have to work together, using their individual skills to remove obstacles, Viking-eating beasts and collecting useful objects. Erik can run, jump and smash down walls with his head, while Olaf can use his shield as a platform, a parachute and (surprisingly) as a shield, and Baleog just kills stuff.

COMMENT

RADION
AUTOMATIC

When this came along I was surprised to find it's good fun and the puzzles are cleverly thought out. The only problem I found was that some of the levels are quite long and if you lose the one Viking who can solve the last puzzle just before the end, you have to start again from scratch. On the whole, though, this is, as Rich would almost certainly say, 'intriguing', and anyone who liked Lemmings should check it out with all haste.

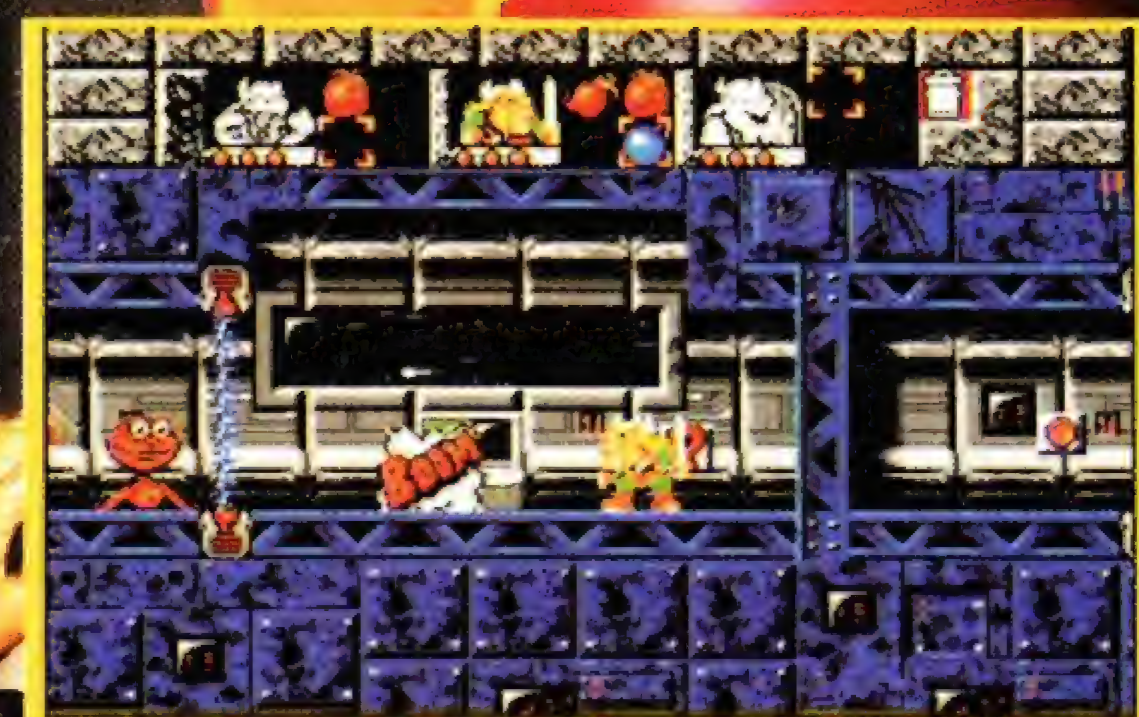


▲ Exciting Lost Vikings action.

COMMENT

RICHARD
LEADBETTER

I don't want to be accused of being predictable, but I found Lost Vikings to be a most intriguing product. The game is quite original and fun to play, but I just wasn't quite as hooked as Paul was. The game has some bizarre extremes - sometimes it's way too tough, a lot of the time though the game is a breeze. Overall I think that puzzle fans should definitely sort themselves out with this one, but there's little in here to appeal to people who are after super-swift, mega-playable arcade action.



▲ Because there's no time limit on reaching the exit you have a chance to think over your strategy, and consequently the puzzles tend to be a little bit more complicated than in Lemmings. Some of the ways in which you have to use the Vikings' abilities are quite ingenious and you often find that all three have to work together to get out of a fix.



▲ The two player mode is slightly confusing because each player gets to control two of the three Vikings, and the two they control tends to switch around as the game progresses. You get used to it, though.

85

Presentation:

Nice intro sequence and in-game presentation is good. Controls can get a bit fiddly.

88

Graphics:

Very smart sprites and backgrounds. Lots of colour and detail.

87

Sound:

The music is surprisingly dancey for a puzzle game full of Vikings, but it's quite ear-friendly.

83

Originality:

Lost Vikings has its roots in Lemmings, but it's one of the better derivatives.

87

Playability:

Clever game design makes this very entertaining for puzzle fans.

90

Challenge:

Gets tough surprisingly early on. Lots of logical thinking required.

89

Lastability:

Loads of levels and they get super-tough towards the end.

OVERALL:

A bit slower-paced than Lemmings, recommended to puzzle game fans.

88

TO GET THE BEST FROM YOUR SEGA



GET THE BEST OF MEAN MACHINES – OUT NOW!

REVIEW



BY:
US GOLD

PRICE:
TBA

RELEASE:
OUT NOW

STYLE:
SPORTS

PLAYERS:
1-4

CONTROL:
JOYPAD

CONTINUES:
N/A

WINTER OLYMPICS

Based on the Lillehammer Winter Olympics, this officially licensed product enables one to four players to participate in ten events culled from the spectacular winter sports.

US Gold are keen to point out that this game is an official Winter Olympics license (unlike, say, Accolade's Winter Challenge), and as such the game is packed with information about each event and where and how it is staged in the 1994 Lillehammer Olympics.

However, the average games player is more concerned with playability than flashy presentation, and although Winter Olympics offers plenty of different options (head-to-head options, one to four players, different control modes...) only the skiing events are really entertaining and playable.

SPECIAL NOTE: Pictures with a **WHITE** outline are from the Megadrive version - a **RED** surround indicates Master System screens.

SUPER G ▼

A longer course than the slalom and more arduous - but the gameplay and graphics are virtually identical.



SLALOM ▲

Slightly different rules again - the slalom looks and plays just like the other alpine skiing events. The only difference in the gameplay is that the course is shorter than the others.

BOBSLEIGH ►

Third person perspective 3D action as you zoom at high speed down icy tunnels. Jerky visuals (not so noticeable on the Master System) mar this event.



Master System

REVIEW



BY:
US GOLD

PRICE:
TBA

RELEASE:
OUT NOW

STYLE:
SPORTS

PLAYERS:
1-4

CONTROL:
JOYPAD

CONTINUES:
N/A

The Master System version of Winter Olympics is something of an achievement. In terms of graphics and gameplay, this four-meg 8-bit game is every bit as good (in some events, better) than the 16-meg Megadrive game! The only thing that isn't quite as good is the presentation - but even that isn't bad at all.

All ten of the events contained in the Megadrive version appear in the 8-bit game, and whilst the skiing events aren't quite as playable, episodes like the Bobsleigh, Luge and Biathlon are significantly better to play than their 16-bit counterparts.

That being the case, the SEGA MAGAZINE team conclude that this isn't a bad Master System release at all and although California Games still rules the multi-event genre scene, Winter Olympics is worth a look.

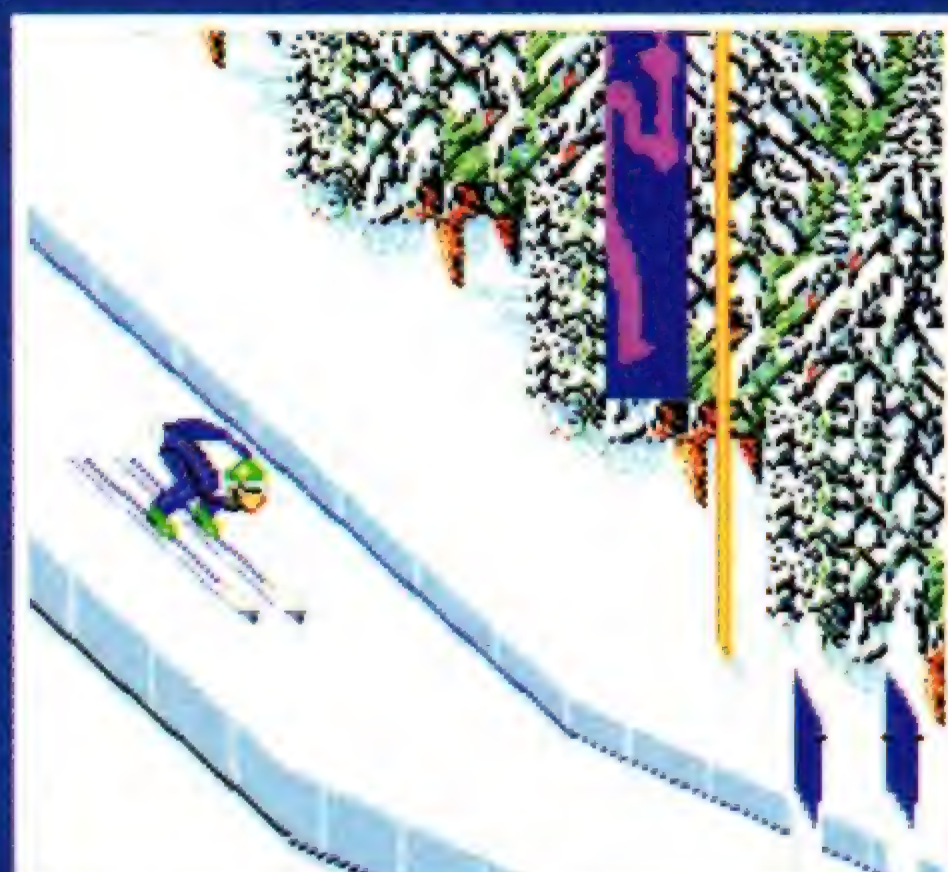


LUGE ▲

A different course, but otherwise totally identical in terms of gameplay to the Bobsleigh. Decent on Master System, not so great on the Megadrive.

SKI JUMP ▼

Ski down an enormous ramp, perform a large jump and then successfully land. Initially difficult, but a decent event nonetheless.

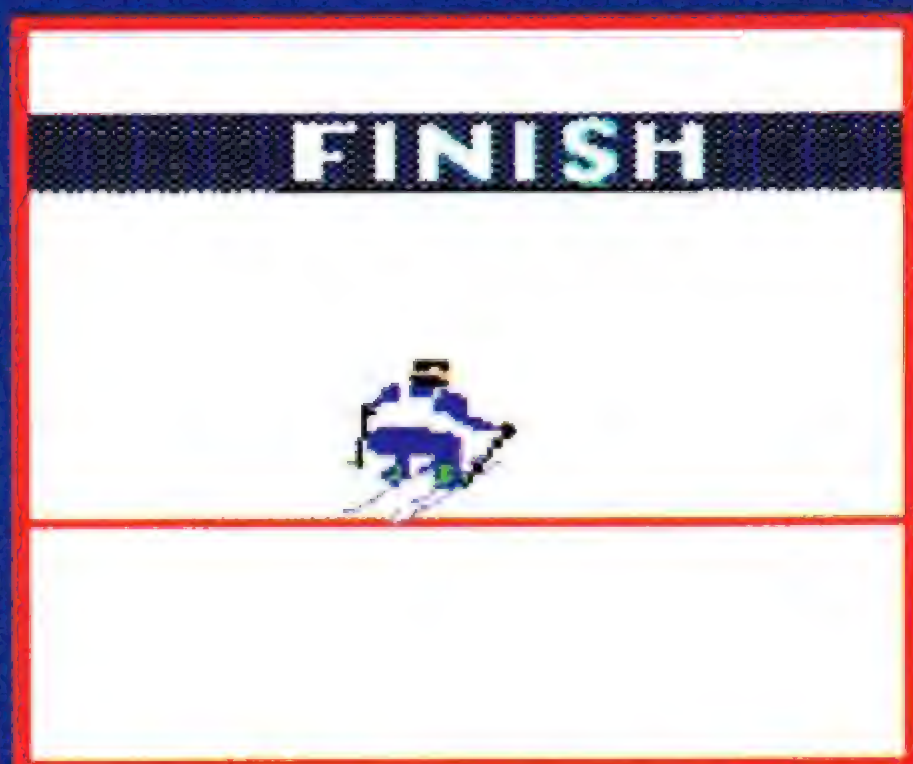


SPEED SKATING ▲

A straightforward button tapping event - skate around the short course as fast as possible. Very limited and grows dull quite quickly.

DOWNHILL ▼

Ski down the four-way scrolling skiing area, being sure to go through each pair of flags. Definitely the most playable type of event on offer in Winter Olympics.



GIANT SLALOM ►

Again, a different course from the Downhill with slightly different rules - but the actual graphics and gameplay are again, virtually identical.



COMMENT



**RADION
AUTOMATIC**

Once again, a Winter Olympics game hits our screens and it's very little cop. It's a real shame, as you'd think they could at least make skiing a fast-moving and exciting event, instead of the leaden, stop-start effort it is here. Overall, this isn't as bad as some previous sports packages. There are some good ideas, but they are ultimately wasted by the lack of sheer excitement you would expect from a sports game.

COMMENT



**RICHARD
LEADBETTER**

Winter Olympics is not very good. The best bit is definitely the skiing (the four different skiing events, though, are virtually identical), with the other events offering very little in the way of excitement. A real disappointment from the people who brought us Super Kick Off - Olympic Gold is a far more satisfying sports game.

92

Presentation:

Brilliant - loads of Olympic trivia, different control methods and plenty of options.

77

Graphics:

The graphics here are fine - some variety in the four skiing events (they all look and play the same) might have helped matters.

75

Sound:

Some inoffensive music and appropriate effects make up the aural side of things.

55

Originality:

Some innovative little features in there, although the implementation of each event is not original at all.

56

Playability:

The skiing events are quite playable - the others just aren't very compelling at all.

80

Challenge:

Plenty of challenge in terms of getting to grips with ten events and then mastering them...

60

Lastability:

The question is, do you want to? Winter Olympics just isn't that much fun to play.

OVERALL:

Great presentation, reasonable audio-visuals, but a distinct lack of playability in the majority of the events.

58

Master System REVIEW



MOGULS ▲

A new event for the Olympics. Ski in-between the hard snow, gain speed and perform stunts and jumps. Split-screen action doesn't help an event lacking in the playability department.



BIATHLON ▲

An endurance test - ski along the course until you reach some targets then use your gun to blow them away before moving on. A long, drawn out and unexciting event - the Master System version of the event is significantly more playable than the Megadrive event.

COMMENT



**RADION
AUTOMATIC**

The Winter Olympics are perfect material for a video game. Almost all of the events are fast-paced and exciting. Which is why it's so perplexing that every event in this conversion is so cripplingly slow - the lack of any real skill needed for some of the events is unforgivable. A disappointing result from a potentially amazing and original licence.

COMMENT



**RICHARD
LEADBETTER**

It is quite remarkable that the 8-bit version of Winter Olympics is in many ways superior to the top-spec 16-meg Megadrive cartridge. A lot of the events look almost identical with some of the 8-bit events actually being more playable! However, if you're after a smart Master System sports sim, Olympic Gold and California Games are far superior.

85

Presentation:

Decent use of the license in terms of presentation and a useful array of options.

85

Graphics:

Excellent - as you can see from the screenshots, there's little to tell this apart from the Megadrive version.

68

Sound:

Not great, although the bouncy music and effects serve their purpose.

55

Originality:

Some neat original touches, but the basic implementation of each event has been done before on other games for different machines.

54

Playability:

Although more playable than the Megadrive version in some events, this is still extremely dull.

80

Challenge:

Mastering the controls and then beating your best times make Winter Olympics very challenging...

66

Lastability:

... But since only a few of the events are genuinely enjoyable, the game is not very lastable.

OVERALL:

A great-looking, well presented multi-events sports game lacking in the playability department.

63

BOOTS

ZOMBIES

SYSTEM: MEGADRIIVE
BY: KONAMI
PRICE: £44.99

One of the most refreshing games in quite some time, *Zombies* combines a sense of humour with extremely challenging gameplay. The actual game itself takes the form of a three-quarters overhead view shoot 'em up/maze game. Your job (and a friend's if you've got one to hand) is to scoot around the large, sprawling levels rescuing a number of hostages before the zombies of the title (or their mutant, alien, mummy werewolf or vampire pals for that matter) get them. The more helpless neighbours you lose in one level, the fewer there are left in the next, until finally the undead legions of the netherworld eat everyone and it's game over. This all sounds rather simple, but there are loads of different enemies, and loads of different weapons which are more effective against some creatures than others. Plus, the level layouts

get more and more complex and you really have to think on your feet. Even the most experienced, hard-bitten player should take about at least a couple of weeks to crack this - even playing it constantly. There is a password system, but passwords are only handed out every three levels or so, and you lose all your power-ups and weapons when you re-start, so the game still packs a huge taxation level. Action-packed and genuinely thrilling, *Zombies* is the one game

Megadrive owners should get their hands on this month.

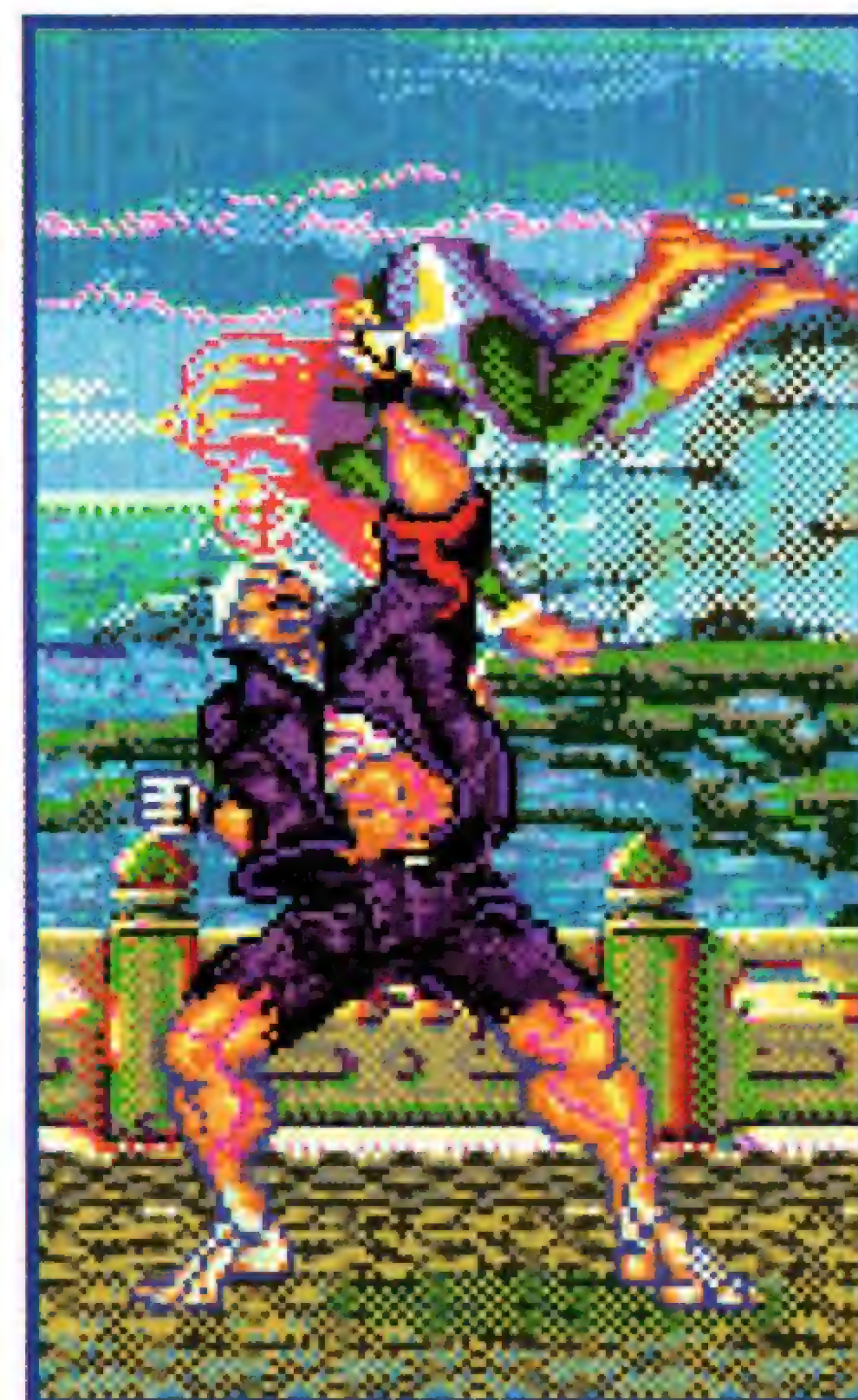
FIRST ENCOUNTER: Early August
LONG-TERM COMMENTS: Took yonks to complete, and still comes down off the shelf even now.

OVERALL: 95%



MEGADRIIVE RELEASE OF THE MONTH

ETERNAL CHAMPIONS : FIFA SOCCER



SYSTEM: MEGADRIIVE
BY: SEGA
PRICE: £59.99

Reviewed last month and awarded a phenomenal 95%, this is the only real contender to *Street Fighter*'s crown on the Megadrive. It follows pretty much the same basic premise, two combatants slug it out in three rounds of single combat. However, *Eternal Champions* also boasts a whole range of one-player training features including the Danger Room - a high-tech arena where the player not only battles against a sentient foe, but also against a whole range of laser beams, buzzsaws and

other mechanical devices. The selection of characters in *Eternal Champions* is very broad, from puny-bodied alchemists with incredible magic powers to dim-witted cavemen who rely on brute strength to triumph. Thus, whatever your style of play there'll be a character whose abilities suit you. There's tons of special moves to get to grips with, and not all of them are listed in the manual, so mastering each character is more than a matter of swatting up on the instructions. As a single-player game, this is probably the best beat 'em up on the market - it's challenging like you would not believe. However, when it comes to double-player time *Eternal Champions* does lose out to *Street Fighter 2*. However, it's still well worth getting, even if you already own the Capcom classic.

FIRST ENCOUNTER: Early November
LONG-TERM COMMENTS: Still as popular as it was when it first came in.

OVERALL: 95%

SYSTEM: MEGADRIIVE
BY: EA
PRICE: £44.99

All those Megadrive soccer fans who spent the last year bemoaning the lack of decent footie games on their console should be on cloud nine right now, thanks to the glut of high-quality ball-hoofing titles recently released. *FIFA Soccer* is certainly the most graphically impressive soccer game on the market, adopting an isometric view as opposed to the traditional overhead pitch. The sprites are large and detailed, and whilst the joystick buttons provide the usual three strengths of kick, from light passes to whacking great shots on goal, each player responds to the command in a multitude of different ways - heading, chesting, kneeing, nosing, necking and spooning just like the real thing. There are heaps of options, too, and just about every aspect of the game is user-controllable in one way or another. Despite the amount of competition at the moment, these factors, combined with the speed of play and the four-player option (provided you have the EA 4-Way Play) make this the best Megadrive footie game currently available.

FIRST ENCOUNTER: Early November
LONG-TERM COMMENTS: Essential lunchtime playing in some quarters of the office, this is the king of Megadrive soccer

OVERALL: 92%



DUNE

SYSTEM: MEGA-CD

BY: VIRGIN INTERACTIVE ENTERTAINMENT

PRICE: £44.99

It's always nice to see the Mega-CD being used for more than loads of sampled speech and lengthy intros. Dune is a kind of strategy affair, with you playing the part of the noble alien Messiah whose job it is to protect the supplies of "spice" in the planet Arrakis. Basically, it's a case of hotfooting it around the barren planet, making mateys with the Fremen (the oppressed alien sub-culture) and beating off the alien oppressors with your incredible tactical prowess. Unfortunately, you don't have to think too hard to accomplish this, as each person you visit practically tells you what to do next

(although the character portraits and speech are ace). If you like your strategy titles tough and head-hurting, you'll probably find Dune too simple. If, however, you're new to this tactical games game, Dune is a recommended buy.

FIRST ENCOUNTER: Late October

LONG-TERM COMMENTS: Once the strategy buffs tired of this one it was consigned to the great games cupboard in the sky.

OVERALL: 79%

MICROCOSM

SYSTEM: MEGA-CD

BY: PSYGNOSIS

PRICE: TBA

Hot on the heels of Silpheed comes another stunning-looking shoot 'em up. With a superb intro setting the scene, this is a tale of corporate war in an imminent Cyberpunk future (it says here). The actual game is set inside the body of the boss of your corporation, as you try desperately to destroy the robot virus released into his bloodstream, by shooting both the robot ships and the antibodies which attack you. This actually sounds like a really good way to do someone in, what with destroying their immune system and everything. But anyway, like Silpheed, this is a vaguely Galaxians-like shoot 'em up, with the player moving around the screen at will, but the actual path taken through the body being decided by the computer. Microcosm gets very hard indeed in some places, especially when you've got no weapons and you're boxed in by a seething bunch of blood cells. However, the colour scheme is very, well, pink, and this tends to lessen the graphical impact. Alright, so the backgrounds are very detailed, but after a while everything tends to look like so much blancmange. If you fancy a no-frills shooter with the emphasis placed firmly on things looking nice, Microcosm may be your cup of tea. People looking for a more original game might do well to avoid this, though. There is also the question of lastability to address - and put simply, Microcosm doesn't offer much - we managed to see just about the entire game in one day.

FIRST ENCOUNTER: Mid-November

LONG-TERM COMMENTS: Lost its



▲ Shades of Fantastic Voyage, any one?

appeal fairly quickly thanks to a deluge of superior blasting titles and the fact that it is extremely easy.

OVERALL: 60%

LETHAL ENFORCERS

SYSTEM: MEGA-CD

BY: KONAMI

PRICE: £54.99

True, this latest Konami title is a little pricey thanks to the light gun included in the bundle, and true, if you want to play it in two-player mode you'll have to fork out yet more cash for another Justifier (as the light guns are quaintly christened). However, when it comes to macho aggression fantasies and so forth, it's hard to beat the sheer thug-plugging shoot-out death action of Lethal Enforcers. The gameplay is as you'd expect from anything involved with the words "light" and "gun" - simply shoot the multitude of killer baddies who pop up onto the screen (or cunningly hide behind the scenery) without maiming any of the innocent bystanders. However, the digitised graphics and sampled sound make this more exciting than your usual cartoon-graphics firing range affair, and this is certainly a title for budding Harry Callaghans everywhere.

FIRST ENCOUNTER: Early October

LONG-TERM COMMENTS: Lust for this has calmed down quite a bit, although two-player shoot-ups are still enjoyable.

OVERALL: 78%



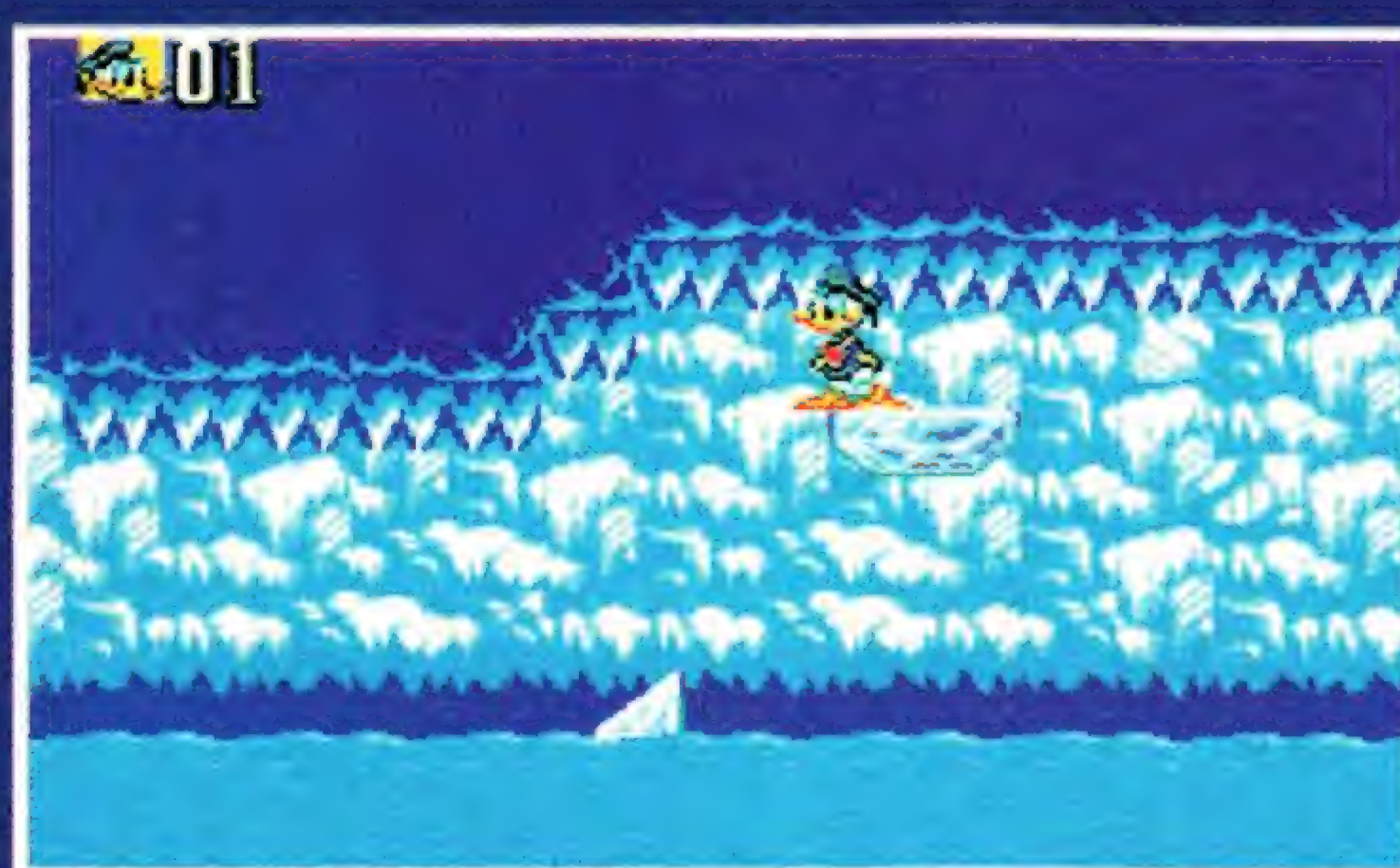
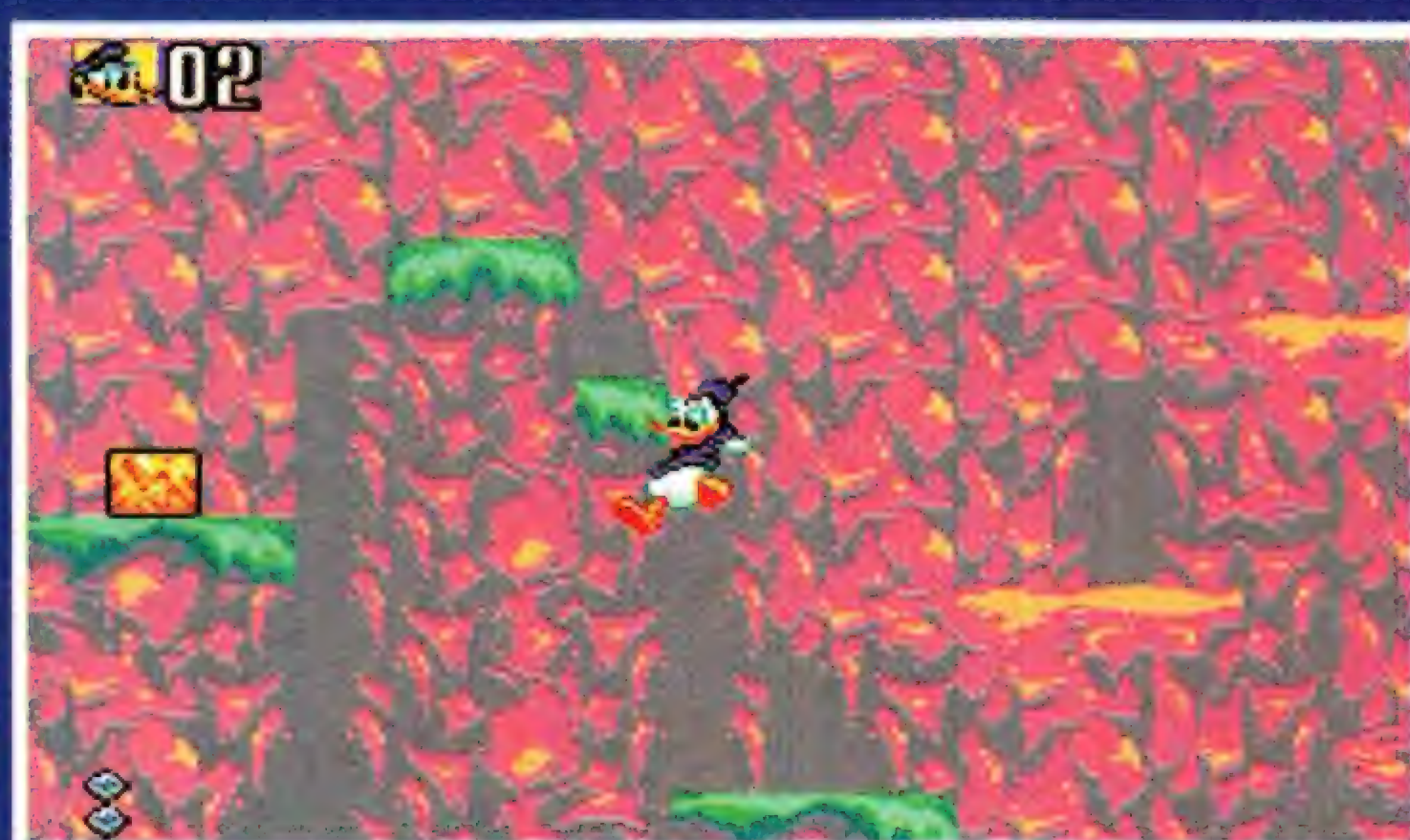
▲ Quite smart is one expression that springs readily to mind upon viewing the Mega-CD title known as Lethal Enforcers. Look out for the sequel, appearing sometime in 1994 and using the same 'Justifier' light gun.

MEGA-CD
RELEASE OF THE
MONTH

DONALD DUCK 2

SYSTEM: MASTER SYSTEM**BY: SEGA****PRICE: £29.99**

Given a full review and showcase last issue was this rather fine platform game featuring everyone's favourite gibbering, bad tempered old duck. It's Donald's job to trek around a secret lost island purloining a whole bunch of secret lost treasures in true Duck Tales style. Donald 2 really picks up points for its originality and variety. Instead of just having a bunch of standard runny-jumpy horizontal levels, Donald's quest scrolls every which way, and at least once per level there's an ultra-fast chase stage in which Donald flees a pursuing creature or natural disaster. However, Donald 2 isn't particularly challenging. It is taxing, though, you have to keep your wits about you to get through each stage. However, if you put your mind to it you should be able to complete this within a couple of days. A very enjoyable game indeed.

FIRST ENCOUNTER: Early November**LONG-TERM COMMENTS:** Already completed, but still quite good fun.**OVERALL: 80%**

▲ Excellent platforming action in the sequel to the highly successful Disney romp, The Lucky Dime Caper. Deep Duck Trouble features gameplay that is very similar in execution to the first game, but a tad more difficult and with a superior range of highly exciting levels. As usual for a Disney game, the graphics are great with some exceptional 8-bit sprites and animations - especially on Donald himself.



DESERT STRIKE

SYSTEM: MASTER SYSTEM**BY: DOMARK****PRICE: £29.99**

One of those landmark games, when first released on the Megadrive Desert Strike was applauded by gamers and lambasted by the moral majority for its rather sensitive (at the time) Gulf War theme. However, that's all over with now, and it's obviously been deemed safe to allow this classic shooter to filter down onto the master System. As Megadrive to Master System conversions go, this is one of the best. Whilst the sprites have lost some of their detail, which was only to be expected, and the sound has lost its effectiveness, also only to be

expected, the gameplay is completely intact. This means a feast of chopper-flying enemy-blasting POW-rescuing fun in no uncertain terms. Be warned, though, that Desert Strike is notoriously hard - so don't bother with this unless you're a competent joystick warrior from hell.

FIRST ENCOUNTER: Prehistoric times**LONG-TERM COMMENTS:** Although superseded on the Megadrive by Jungle Strike, Master System Desert Strike is unchallenged.**OVERALL: 92%**

OUT now

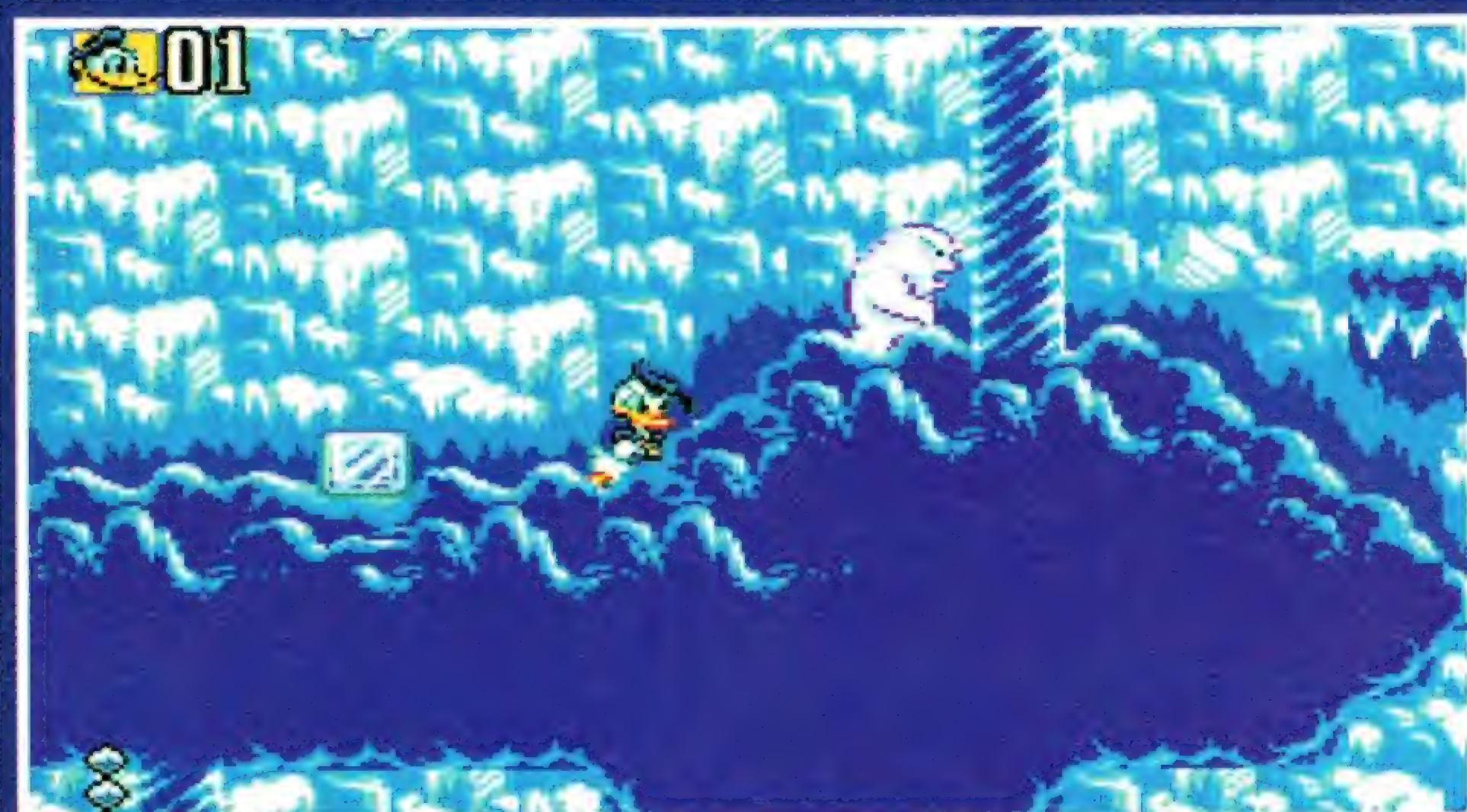
DONALD DUCK 2

SYSTEM: GAME GEAR
BY: SEGA
PRICE: £29.99

A conversion of the Master System title detailed elsewhere, Donald Duck 2 works better on the Game Gear. As games to play on the move go, this is a particularly good example, thanks to the colourful graphics, clear sprites, uncluttered backgrounds and involving gameplay. Although, like the Master System version, this is a little on the easy side if you sit there all day and plug away at it, let's be honest - you couldn't plug away at it all day on a Game Gear unless you've recently won a Win a Lifetime's Supply of Batteries competition. When played in short bursts whilst travelling, Donald is ace.

FIRST ENCOUNTER: Early November
LONG-TERM COMMENTS: Completed in a couple of days, but still occasionally gets a game.

OVERALL: 81%



**GAME GEAR
RELEASE OF THE MONTH**



▲ Although the action window is a bit on the small side, Game Gear PGA Tour Golf is a very good conversion of the stunning 16-bit game.

PGA TOUR GOLF

SYSTEM: GAME GEAR
BY: Tengen
PRICE: £29.99

A rather brave move, this, converting the ultra-popular and mega ace Megadrive golf sim to the small, and indeed, 8-bit screen of the Game Gear - and it very nearly works. Unfortunately, thanks more to the comparative lack of power of the Game Gear than the shrinkage - which can only be a compliment. There's still loads of courses and all the gameplay options of the original, but putting is made a bit tricky as the 3D green used in the Megadrive version is pretty hard to replicate on the hand-held. That said, for the most part this is an accurate game, and if the ball goes off course it's going to be human error rather than the fault of the CPU. If you fancy a sedate-type change from the usual frenetic-style stuff, PGA could indeed be your "capu-char", and it's certainly ideal lazy-train-journey fodder.

FIRST ENCOUNTER: Mid November
LONG-TERM COMMENTS: One of those minutes to learn, lifetime to master sort of affairs.

OVERALL: 88%

REVIEW

* MONSTER
~ HUGE
COMPETITIONS
WHICH LEAVE
OTHER SAD MAGS
IN THE SHADE.

* TOP~
BANANA
FEATURES WITH
EUROPE'S
BIGGEST
STARS.

* MASSIVE
NEW SIGNINGS
OF FOOTBALL'S
BIGGEST-EVER
NAMES.

DON'T BE A
MONSTER ASTRO-
GEEK AND MISS
OUT ON THE
BIGGEST
HAPPENING FOR
65 MILLION YEARS.

MATCH

THE BIG~VALUE FOOTY MAG WITH
IDEAS YEARS AHEAD OF THE REST.

The background of the entire page is a vibrant collage. It features multiple instances of the word 'SEGA' in a stylized, blocky font, some in blue and white, others in white and blue. Interspersed among the logos are several spheres of different colors (purple, green, blue, white). These spheres contain images of Sonic the Hedgehog in various poses and environments, as well as characters from the Virtua Fighter series. The overall aesthetic is dynamic and celebratory, typical of Sega's branding from the early 1990s.

SEGA
MAGAZINE

NEXT MONTH THE HOTTEST EXCLUSIVE!

SEGA MAGAZINE WILL BRING YOU THE FIRST REVIEW OF VIRTUA RACING ON THE MEGADRIVE!


WE'LL HAVE AN IN-DEPTH FEATURE ON THE GAME, INTERVIEWS WITH THE PROGRAMMERS, PLUS THE COMPLETE SPECIFICATION OF THE STUNNING SEGA VIRTUAL PROCESSOR CHIP!

ALSO - WIN A BRAND NEW VIRTUA FIGHTING COIN-OP - WORTH SEVERAL THOUSAND POUNDS!

SEGA MAGAZINE ISSUE THREE, OUT 15 FEBRUARY.

super kick flashba

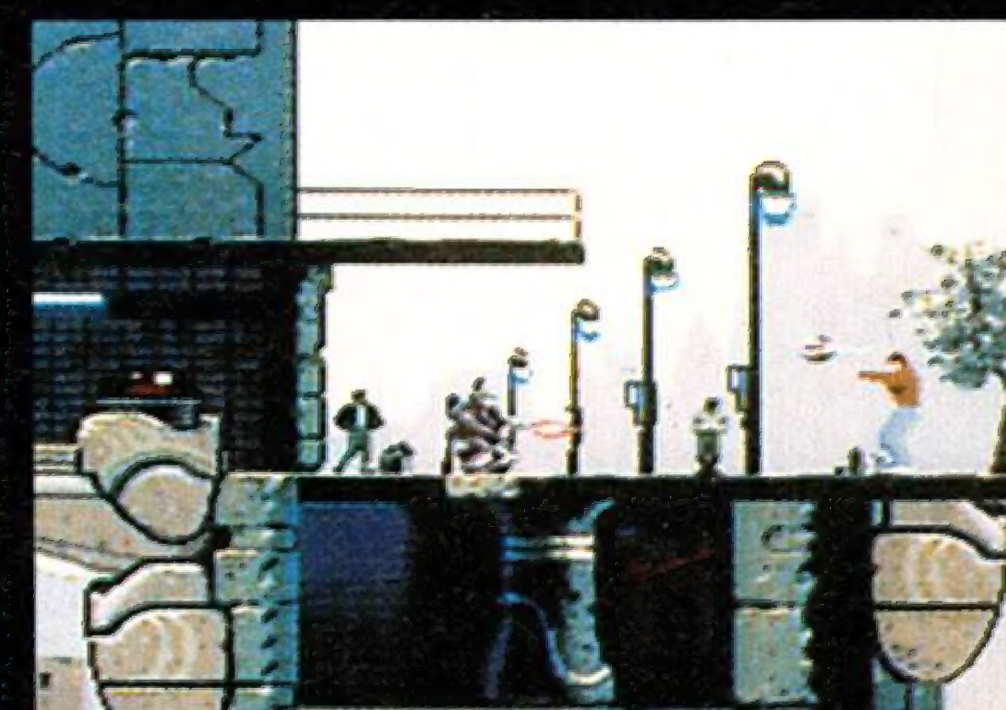


Flashback puts the **'MEGA'** into Mega Drive. There's hardly an Earthling left who hasn't been addicted by the mesmerizing gameplay, scorching graphics and stunning animation... so if you've not added Flashback to your collection yet, join the human race and experience the mega . Just remember: it didn't hit the Gallup Charts' No. 1 spot by being tame!



“Just awesome!... best Mega Drive game I've ever seen or played!” (Mega Drive)

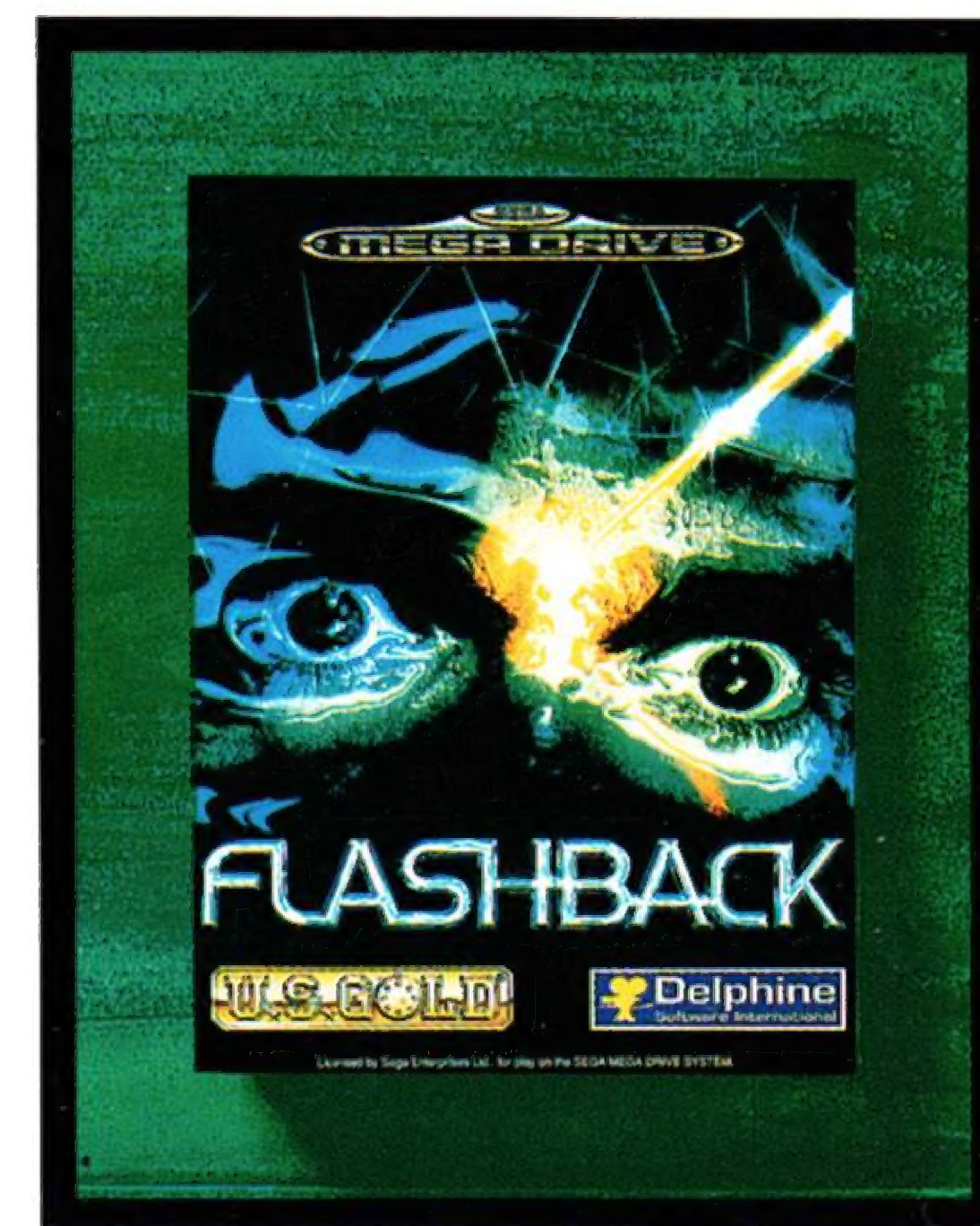
MEGATECH



off 1 ck 1



AVAILABLE ON: MEGA DRIVE, MASTER SYSTEM AND GAME GEAR.



AVAILABLE ON: MEGA DRIVE

they took the top spot by force

they'll take you by storm

The level of control and degree of skill you develop on this game are incredible. The best football game going. " (Mega Drive)

MEAN MACHINES - 95%



It's the Console Game which **CKED** the others into touch to top the Gallup Charts' premier league! Hand pick your own team and kit, plan your set pieces - then push your skills to the limit with high performance ball control. Action replays...big cup competitions...penalty **SHOOT** outs...all wrapped up in a frenzied pace that'll leave you gaspin'!



WHEN IT'S OUT IT'S IN.

PLAY BEFORE YOU PAY IN THE GAMESMASTER ZONE

GOOOOALL!



AAAAAAH!

MEAN MACHINES SEGA RATING

94%



FIFA INTERNATIONAL SOCCER

FIFA SOCCER

Sega Mega Drive

Release: 3rd December

Review: "E.A. has pulled out the stops to create an experience rather than a mere game."

Mean Machines Sega

£44.99



98%

STREET FIGHTER 2 SPECIAL CHAMPION EDITION

Sega Mega Drive
Available now
Review: "Undoubtedly the greatest Mega Drive release ever." Mean Machines Sega

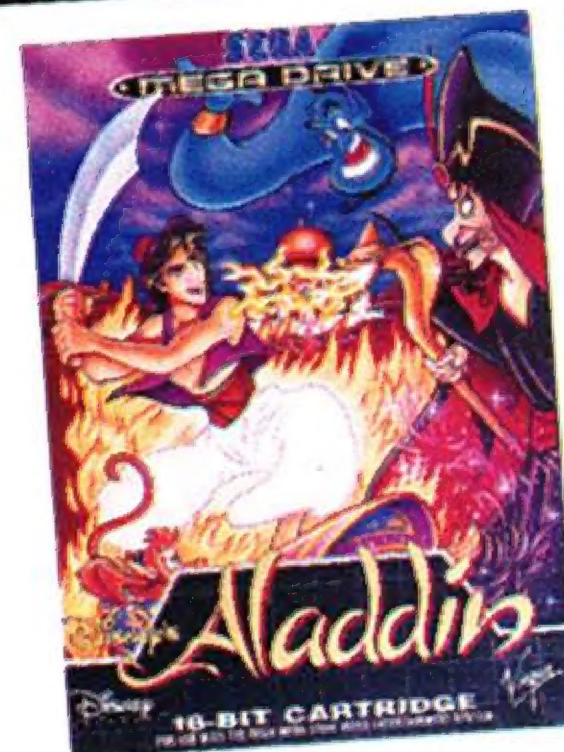
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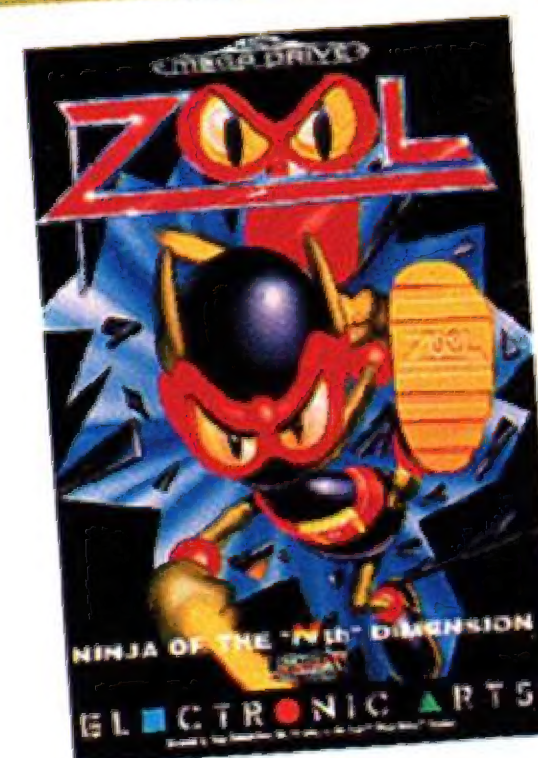
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